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CSC 448

Term Paper Proposal

In this term paper, I will be discussing about **AI applied on Video Games** and how it has revolutionized the way people play video games.

Breakdown

**Introduction**

* Thesis statement on AI applied on Video Games (Thesis statement above)

**Body**

* Breakdown of video games

1. Will discuss the history of video games (The evolution of it)
2. Will breakdown what types of video games are out there

* Analysis on AI being applied onto different types of video games

1. Discussion on different AI’s for different genres of games
2. Breakdown of the AI’s and its purposes

* How AI has changed gaming

1. How it has evolved along with video games
2. How has AI benefitted developers and what some common ones are out there

* AI and Business

1. How AI applied onto business can be used to generate profit
2. What types of games are mostly affected by this?
3. side effects of trying to do Business using AI

* issues that may be encountered with AI’s in video games

1. How it can be abused (Details on different types of abuse)
2. Ethical dilemma with developers and the gaming community

* Problem solving

1. Forcing developers to innovate security designs because of issues
2. Some common examples of innovation over the years for different games

**Conclusion**

* Wrap up of everything discussed bringing back the main points into light