

THE DRASIL FRAMEWORK

SUCCINCTLY VERBOSE: THE DRASIL FRAMEWORK

BY

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A THESIS

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Lay Abstract

A lay abstract of not more 150 words must be included explaining the key goals and contributions of the thesis in lay terms that is accessible to the general public.

Abstract

Abstract here (no more than 300 words)

Your Dedication
Optional second line

Acknowledgements

Acknowledgements go here.

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Notation, Definitions, and Abbreviations

Notation

$A \leq B$ A is less than or equal to B

Definitions

Challenge With respect to video games, a challenge is a set of goals presented to the player that they are tasks with completing; challenges can test a variety of player skills, including accuracy, logical reasoning, and creative problem solving

Abbreviations

AI Artificial intelligence

Chapter 1

Introduction

Every thesis needs an introductory chapter

Chapter 2

Your Chapter Title

This is a sample chapter

2.1 Referencing

These are some sample references to GAMYGDALA (Popescu *et al.*, 2014) from the “refernces.bib” file and state effects of cognition (Hudlicka, 2002) from the “reference_another.bib” file. These references are not in the same .bib file.

2.2 Figures

This is a single image figure (Figure 2.1:

This is a multi-image figure with a top (Figure 2.2a) and bottom (Figure 2.2b) aligned subfigures:



Figure 2.1: This is a single figure environment

2.3 Tables

Here is a sample table (Table 2.1):

A	\longleftrightarrow	B
C	\longleftrightarrow	D

Table 2.1: A sample table

2.3.1 Long Tables

A sample long table is shown in Appendix B.

2.4 Equations

Here is a sample equation (Equation 2.4.1):

$$y = mx + b \tag{2.4.1}$$



(a) Figure 1



(b) Figure 2

Figure 2.2: A Multi-Figure Environment

Chapter 3

Conclusion

Every thesis also needs a concluding chapter

Appendix A

Your Appendix

Your appendix goes here.

Appendix B

Long Tables

This appendix demonstrates the use of a long table that spans multiple pages.

Col A	Col B	Col C	Col D
A	B	C	D
A	B	C	D
A	B	C	D
A	B	C	D
A	B	C	D
A	B	C	D
A	B	C	D
A	B	C	D

Continued on the next page

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- Hudlicka, E. (2002). This time with feeling: Integrated model of trait and state effects on cognition and behavior. *Applied Artificial Intelligence*, **16**(7-8), 611–641.
- Popescu, A., Broekens, J., and van Someren, M. (2014). GAMYGDALA: An emotion engine for games. *Affective Computing, IEEE Transactions on*, **5**(1), 32–44.