

Research Paper

The purpose of this assignment is to introduce you to the tools and process used for doing graduate research in gaming or one of its related fields. You will write a short research paper in LaTeX that explores a central idea and cites current research in that area.

Topic

Choose a topic of interest to you that is related to game design, game technology, gamer culture, or the games industry. You are encouraged to browse the proceedings of various academic games-related conferences for ideas. Some examples of conferences to consider are:

- ACM Special Interest Group on Computer Graphics (SIGGRAPH)
- Artificial Intelligence in Interactive Digital Entertainment (AIIDE)
- Digital Games Research Association (DiGRA)
- Computational Intelligence in Games (CIG)
- Foundations of Digital Games (FDG)
- Computer Games Multimedia and Allied Technologies (CGAT)

The resources you cite in this paper must come from reputable, peer-reviewed conferences and journals. You should make an effort to cite recent work from the past 10 years, but older citations are allowed where appropriate. Note that citing sources such as Wikipedia is allowed but does not count toward the number of citations because these are not peer-reviewed research publications.

Proposal

Once you have decided on a topic, you should download the research paper template and its associated formatting instructions. You will need to download and install a distribution of LaTeX for your operating system. Make sure you can compile `paper.tex` to produce a PDF.

You should submit your proposal by filling in the abstract of the paper. The abstract should provide a summary of the paper that explains the topic you intend to write about.

You should also include at least 3 citations in the `bibliography.bib` file. Many scholarly article databases (such as Google Scholar) will generate the appropriate code for adding a paper to a BibTeX database for you.

Submit your proposal as the compiled PDF file with your name, e-mail address, and content in the abstract section. You should also submit your `bibliography.bib` file to demonstrate that you have found at least 3 appropriate sources.

You will receive feedback from your instructor about your topic. After receiving this feedback, you should write the full paper.

Final Paper

The final paper should at least 3 pages in length (not including images) and should cite at least 5 peer-reviewed sources. It should present a central idea at the beginning, middle, and end. It should demonstrate that you have read and understood the citations you selected.

Submit the final paper as the compiled PDF file.

Research Paper Grading Rubric

Student: _____

Proposal (5 points total)

___ / 1 : Identifies student's name.

___ / 1 : Identifies a topic related to gaming in the abstract.

___ / 3 : Bibliography file includes at least 3 peer-reviewed sources.

Final Paper (20 points total)

___ / 1 : Identifies the student's name.

___ / 4 : Author uses correct grammar and spelling.

___ / 5 : Bibliography file includes at least 5 peer-reviewed sources.

___ / 3 : The topic is relevant to gaming.

___ / 3 : The paper presents a central idea at the beginning, middle, and end.

___ / 4 : The paper's content demonstrates that the author has read and understood the related work.

Total: _____ / 25