Research into Randomness

# Introduction

The purpose of this document is to serve as a log of the research I have conducted, into a specific use of randomness for Computer/Video games. This is to then provide a basis for my Final Major Project (FMP), given the particular sub-field of randomness, I will want to conduct more research into (logging this research in a similar manner to how it is logged in this document, to then provide further direction for my project).

# Random.org

I have started my top-level of research, by conducting a search on the web, using Microsoft Bing (Microsoft’s search-engine), searching for the following words, in this order: ‘specific uses of randomness in computer/video games’. This returned 5,230,000 results, from which, I decided to look at the third result from the top.

This website referred to a Wikipedia article known as: ‘Applications of Randomness’. This article has references and external links though, the only external link (which I selected to navigate to), is to that of Random.org. (Revolvy.com, 2017)

I then found the Random.org ‘Dice Roller’ page, to allow one to role virtual dice, with the randomness coming from atmospheric noise. This is noted as: ‘-for many purposes is better than the pseudo-random number algorithms typically used in computer programs’. (© 1998-2017 RANDOM.ORG)

This produced the following results (for ‘rolling’ 10 dice):

You rolled 10 dice:

3443546634

Timestamp: 2017-11-25 20:26:13 UTC (© 1998-2017 RANDOM.ORG)

Under these results (as well as two buttons to ‘Roll Again’ or ‘Go Back’), is that of the sentence: ‘Does this not look random to you? Check out the FAQ.’ Checking the FAQ (to what advice is provided there, for people who would not believe that the results of any set are not random) I find-

# References

1. Revolvy, 2017. *Applications of Randomness* [viewed on the 25/11/2017]. Available from: <https://www.revolvy.com/main/index.php?s=Applications%20of%20randomness&item_type=topic>
2. Random.org, © 1998-2017 RANDOM.ORG. Dice Roller [viewed on the 25/11/2017]. Available from: <https://www.random.org/dice/>
3. Random.org. © 1998-2017 RANDOM.ORG. Copied Text and Result Images for Rolling 10 Dice [Digital image] [viewed on the 25/11/2017]. Available from: <https://www.random.org/dice/?num=10> (Images default to .png format (when one attempts to ‘save as picture…’), copied from the website to the clipboard, then pasted along with the text above and below these images, into this document).