

IGGI Game Design II Paper Outline

This is a suggested structure that is designed to make it easier to write your paper. Use subsections as appropriate. All sections/subsections figures and tables should of course be numbered so that they can be referred to in the text.

Paper guidelines and templates are linked on the module website.

Abstract – approx. 150 words (see guidelines on link below, but aim for lower limit as these are short papers) https://www.ieee.org/publications_standards/publications/abstract_description.pdf

Introduction

Overview of the paper that goes in to more detail than the abstract, may include references, and a mention of what to expect from each section of the paper.

Background

Place to cite all the relevant work you've found and briefly discuss how it relates to your paper.

“Contribution”

This section will be the lay out the main contribution of the paper, highlighting the main research question that will be addressed and the approach you take to solving it. This should include the rationale behind the work, the details of the game variants and the AI bots used. The section name is in quotes because you might want to name it differently. It is also permissible to split it in to more than one section.

Experimental Setup

Description of the experimental set up for your work. You may include setup for the Game AI hack. If needed.

Results

Presentation and discussion of the results of your work, including comparisons and statistical tests if needed.

Discussion

This is an optional section. In scientific papers the main distinction of the discussion section is that speculation is allowed (unlike in the conclusions where all statements should be based on the evidence).

Conclusions

What have you learned as a result of the work.

References

Follow the standard IEEE style for these, and be sure to refer to each one in the text.

Appendix 1 – Statement of Contributions of Team Members

Briefly state who did what.