**Introduction**

Headers:

* Why visual learning / deep learning is important
* Why do it in video games
* VizDoom Predecessors
* VizDoom
* Why VizDoom is cool
* What I’m going to do

**Why Visual learning / deep learning is important**

* Technology evolved over time
* Give real-world examples
* Give serious examples – traffic lights and medicine
* Hard to explore with real-life data
* https://www.spiceworks.com/tech/artificial-intelligence/articles/what-is-computer-vision/

**Why Do it in video games**

* Real life data for stuff like this is hard and can be dangerous
* <https://en.wikipedia.org/wiki/Machine_learning_in_video_games>
* <https://scholar.google.co.uk/scholar?q=visual+deep+learning+in+video+games&hl=en&as_sdt=0&as_vis=1&oi=scholart>
* <https://levelup.gitconnected.com/top-4-deep-learning-algorithms-for-game-development-with-use-cases-e236d4faa4da>

**VizDoom Predecessors**

See: above

**VizDoom**

* <https://ieeexplore.ieee.org/stamp/stamp.jsp?tp=&arnumber=7860433>

**What I’m going to do**

* Look at my thing from the end of s1
* Talk to Dr Siebert about this