**Creation of a data-driven algorithm for use in content creation**

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**Abstract (0/200)**

* 1. **Introduction (0/2200)**

As the gaming industry continues to expand any content that hopes to engage a wide audience must be able to accommodate for the varied preferences. However, designing and creating individualised game content would take up too much time and resources. Instead there has been rising interest in automatic generation of game content

* 1. **Background**

**1.2.A Procedural Generation**

**1.2.B Player Behaviour**

**1.2C Content Analysis**

**1.2.D Evolutionary Algorithm**

* 1. **Research**

**2 Development and Implementation (0/2200)**

**2.1 Gameplay**

**2.2 Track Representation (Paths, )**

**2.3 Track Generation**

**2.4 Player Tracking**

**2.5 Ratings**

**2.6 Track Evolution**

**2.7 Track Selection**

**3 Self-Assessment of Learning (0/400)**

**References**