**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 a rising interest in automatic generation of game content to assist with producing

* 1. **Background**

**1.2.A Procedural Generation**

**1.2.B Player Behaviour**

**1.2C Content Analysis**

**1.2.D Evolutionary Algorithm**

* 1. **Context**

**1.4 Research**

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

**2.1 Gameplay**

**2.2 Track Representation (Paths, Points)**

A track is

**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)**

**4. References**

**4.1 Procedural Generation**

**4.2 Player Behaviour**

**4.3 Content Analysis**

**4.4 Evolutionary Algorithm**