**1400 Words**

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| Introduction |  |
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| Background / Context | |
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What research aligned with development

My experiences vs what went before

Critical of past literature

Overlooked/Omitted

Togelius

Links

Influence

RESEARCH

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| Mobile Racing Games | |
| Papers |  |
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| General Procedural Generation | |
| Papers | Towards a Generic Framework for Automated Video Game Level Creation  Evolving Levels using Grammatical Evolution  Mixed Initiative Content Creation  Procedural Level Design for Platform Games (Component based prodGen)  Experience-Driven Procedural Content Generation |
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| Search-Based Procedural Generation | |
| Papers | Search-Based Procedural Content Generation  A Multi-Faceted Surrogate Model for Search-based Procedural Content Generation |
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| Personalised Procedural Generation | |
| Papers | Adapting Models of Visual Aesthetics for Personalized Content Creation  Towards Player-Driven Procedural Content Generation |
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| Track-Based Procedural Generation | |
| Papers | Interactive evolution for PCG of tracks in high-end racing games  Automatic Track Generation for High-End Racing Games Using Evolutionary Computation  TrackGen: An interactive track generator for TORCS and Speed-Dreams  Making Racing Fun Through Player Modelling and Track Evolution  Computational Intelligence in Racing Games |
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| Player Modelling | |
| Papers | Player Modelling  Defining Personas in Games Using Metrics  Measuring the experience of digital game enjoyment  Modelling Player Experience for Content Creation  Play-Persona: Modelling Player Behaviour in Computer Games  The big five personality dimensions and job performance |
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| Player Tracking | |
| Papers | Assessment in Game-Based Learning  Tracking Real-Time User Experience |
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| Evolutionary Algorithms | |
| Papers | Exploring Internal Simulation of Perception in a Mobile Robot  **Towards automatic personalised content creation for racing games (Cascading Elitism)** |
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| Level Analysis | |
| Papers | Towards a Generic Method of Evaluating Game Levels |
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Like/Dislike vs 5 Star

Optimisation / Innovation / Imitation

Reaction vs Action

Possibility for expansion, with larger player base.

Similar play experiences at that point.