|  |  |
| --- | --- |
| Introduction |  |
|  |  |
|  |  |

|  |  |
| --- | --- |
| Background / Context | |
|  |  |
|  |  |

RESEARCH

|  |  |
| --- | --- |
| Mobile Games | |
| Papers |  |
|  |  |

|  |  |
| --- | --- |
| Racing Games | |
| Papers |  |
|  |  |

|  |  |
| --- | --- |
| 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 |
|  |  |

|  |  |
| --- | --- |
| Search-Based Procedural Generation | |
| Papers | Search-Based Procedural Content Generation  A Multi-Faceted Surrogate Model for Search-based Procedural Content Generation |
|  |  |

|  |  |
| --- | --- |
| Personalised Procedural Generation | |
| Papers | Adapting Models of Visual Aesthetics for Personalized Content Creation  Towards Player-Driven Procedural Content Generation |
|  |  |

|  |  |
| --- | --- |
| 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 |
|  |  |

|  |  |
| --- | --- |
| 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 |
|  |  |

|  |  |
| --- | --- |
| Player Tracking | |
| Papers | Assessment in Game-Based Learning  Tracking Real-Time User Experience |
|  |  |

|  |  |
| --- | --- |
| Evolutionary Algorithms | |
| Papers | Exploring Internal Simulation of Perception in a Mobile Robot  Towards automatic personalised content creation for racing games (Cascading Elitism) |
|  |  |

|  |  |
| --- | --- |
| Level Analysis | |
| Papers | Towards a Generic Method of Evaluating Game Levels |
|  |  |

Like/Dislike vs 5 Star

Optimisation / Innovation / Imitation

Reaction vs Action

Possibility for expansion, with larger player base.

Similar play experiences at that point.