#### UG SEMINAR ABSTRACT

#### Academic Year: 2023-2024

**DEPARTMENT: IT**

Seminar On - **Procedural Content Generation (PCG).**

By Madhav Vijay Jadhav Roll No*.* 33341

1. Name of the Topic: **Procedural Content Generation.**

2. Topic wise contents:

* Introduction to Procedural Content Generation (PCG)

- Types of PCG.

- Application of PCG

* Algorithms and Techniques for PCG
* Future Trends in PCG

3. References Used:

1. Title - Procedural Game Level Design to Trigger Spatial Exploration.

Authors - Pedro Acevedo, Minsoo Choi, Huimin Liu, Dominic Kao, Christos Mousas.

Source – ACM Digital Library.

link - <https://dl.acm.org/doi/abs/10.1145/3555858.3563272>

1. Title - Open-Ended Evolution for Minecraft Building Generation.

Authors - Matthew Barthet, Antonios Liapis, Georgios N. Yannakakis.

Source - IEEE Xplore Digital Library.

link - <https://ieeexplore.ieee.org/document/9822984>

1. Title - A Procedural Model for Diverse Tree Species.

Authors - Rama Karl Hoetzlein.

Source - ACM Digital Library.

link - <https://dl.acm.org/doi/abs/10.1145/3555858.3564251>

Date: \_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Student

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

REMARKS BY UG SEMINAR CO-ORDINATOR:

Date: \_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

UG Seminar Coordinator