



- I. introduction
- II. base model and approach
- III. model comparison and results
- IV. agent / learning process
- V. interface

I. INTRODUCTION

- I What is Ultimate Tic-Tac-Toe?
- I What is Reinforced Learning?

- I a few sentences for each topic
- I 1 minute in total

II. BASE MODEL AND APPROACH

- I show / explain base model
- I evaluate base model
- I explain goal / approach

- I a few sentences for each topic
- I 1 minute

- I total time so far: 2 minutes

III. MODEL COMPARISON AND RESULTS

A. Monte Carlo / DQN / etc. :

- | What?
- | Why?
- | Process
- | Performance

B. CNN / POC / etc. :

- | What?
- | Why?
- | Process
- | Performance

C. Fusion / Combination / etc. :

- | Why?
- | Process
- | Performance

- | explain briefly
- | show process
- | 2 minutes for each model
- | evaluate and compare
- | 4-6 minutes in total

- | total time so far: 6-8 minutes

IV. AGENT / LEARNING PROCESS

- | show the learning process of different agents
- | videos and graphs
- | overall comparison of all models

| 1 minute in total

| total time so far: 7-9 minutes

V. INTERFACE

- | screenshot of interface (maybe), or better:
- | show video of fast forwarded game play (20 sec against human player or itself)
- | go to: www.xoxo-2.com

- | show and explain online interface
- | mic drop and goodbye
- | 2 minutes

- | total time so far: 9-11 minutes

- | *optional: time for a game? probably not.*

