University of Portsmouth

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The effectiveness of learning artificial intelligence in video games.

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# Abstract

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# Terminology

# Chapter 1: Introduction

# Chapter 2: Literature Review

## 2.1 Learning AI in Video Games.

## 2.2 Standard AI in Video Games.

## 2.3. Differences between the two systems.

## 2.4 Difficulties in introducing Learning AI to Video games

## 2.5 Technology currently used for Learning AI

# Chapter 3: Methodology

## 3.1 Participants

## 3.2 Software

## 3.3 Training Data

# Chapter 4: Creating the Learning AI

## 4.1 Building the AI

## 4.2 Training the AI

## 4.3 Testing the AI

## 4.4 Initial analysis of the effectiveness

## 4.5 Performance

# Chapter 5: Group Study

## 5.1

# Chapter 6: Results & Findings

## 5.1 Group 1

## 5.2 Group 2

## 5.3 Performance Results

# Chapter 7: Discussion

# Chapter 8: Conclusion

# References

**There are no sources in the current document.**

# Appendences