

Dissertation Notes

1507866

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1 Introduction

2 Literature Review

Haworth *et al* looked at visualising decision trees in games to see what effect it had on children's analytical reasoning and game play [2].

3 Conclusion

References

- [1] M. Treanor, A. Zook, M. P. Eladhari, J. Togelius, G. Smith, M. Cook, T. Thompson, B. Magerko, J. Levine, and A. Smith, "Ai-based game design patterns," 2015.
- [2] R. Haworth, S. S. T. Bostani, and K. Sedig, "Visualizing decision trees in games to support children's analytic reasoning: Any negative effects on gameplay?," *Int. J. Comput. Games Technol.*, vol. 2010, pp. 3:1–3:11, Jan. 2010.