

1 Introduction

Mostly copy from aiide-14 + new implementation mention

2 Game personalization

Copy from aiide-14

3 Player Experience analysis

Copy from aiide-14

4 Facial Expression Recognition

Copy from aiide-14

5 Domain description

Copy from aiide-14

6 Related work

Find some, read some papers, bla bla bla (berkley for example)

7 Approaches

This section will describe the two different approaches, plus a small word about the static section, what their differences are and what they aim for

7.1 Gradient Ascent Optimization

copy from aiide-14

7.2 Random Forest Classifier

describe why this second approach is necessary. Why we are expecting it to improve the results compared to GAO. How it works and how it differs from GAO.

8 Experiments

aiide-14 + new implementation Maybe add 3-stage experiments where we compare all 3 methods.

9 Results

aiide-14 + new implementation

10 Discussion

aiide-14 + new implementation + how they compare to eachother.

11 Conclusion

aiide-14 + new implementation