Experimentation on Personalized Mario
24 March 2014

1 Experimentation

- introduce a factor α on how "steep" the action decision can be

- test on the same person for different $\alpha = [0..1]$

- test for different initial parameters

- test for different decision making functions

- add convergence threshold (when changes in actions are small enough to not really affect the game difficulty)

2 Evaluation

- Maximize happiness: happiness curve should incline after N segments.

- Decrease neutral as much as possible. We want the user to be as emotional as possible, to boost our decision making.

- Evaluate the stability of neutral. If neutral percentages are high, this could also mean the user is satisfied. For example, if the initial angry levels are high and then start to decline.

- Test on different kinds of persons, (not expressive / really expressive) and evaluate the speed of convergence to some particular difficulty levels.