Title

Abstract

Samuel Fortune

What is your research problem statement?

The purpose of this research is to find suitable areas of application for machine learning and neural networks in game development.

Why your research is important?

In the interest of finding powerful tools/methods for game developers to use in their game development. Ideally, the resulting theoretical applications can be tested, and if they are efficient and effective, they will be options for future game development.

What is the existing research literature in the area?

The existing literature is heavily influenced by one A. L. Samuel, who wrote a famous paper in 1967 documenting his findings of a machine learning algorithm learning to play checkers. Most current literature is tasked with discussing other games that it can be applied to, and various optimizations or methodologies to do with machine learning.

What is your proposed research methodology?

I will be summarizing the results of my research.

What resources will you need to carry out the research?

[Use more space if you need]

Will you research need approval from an ethics committee?

No.

References

* Your first reference
* Your second reference
* …