

Dynamic Difficulty Adjustment

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CS380/CS580 Artificial Intelligence for Games

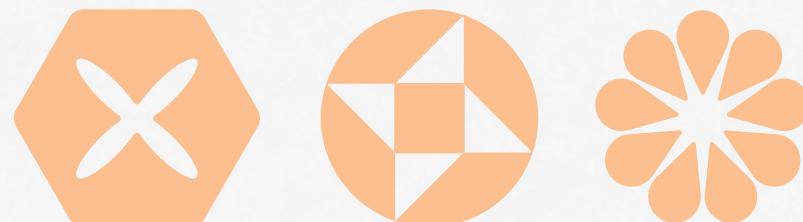
What we'll explore

What is Dynamic Difficulty Adjustment?

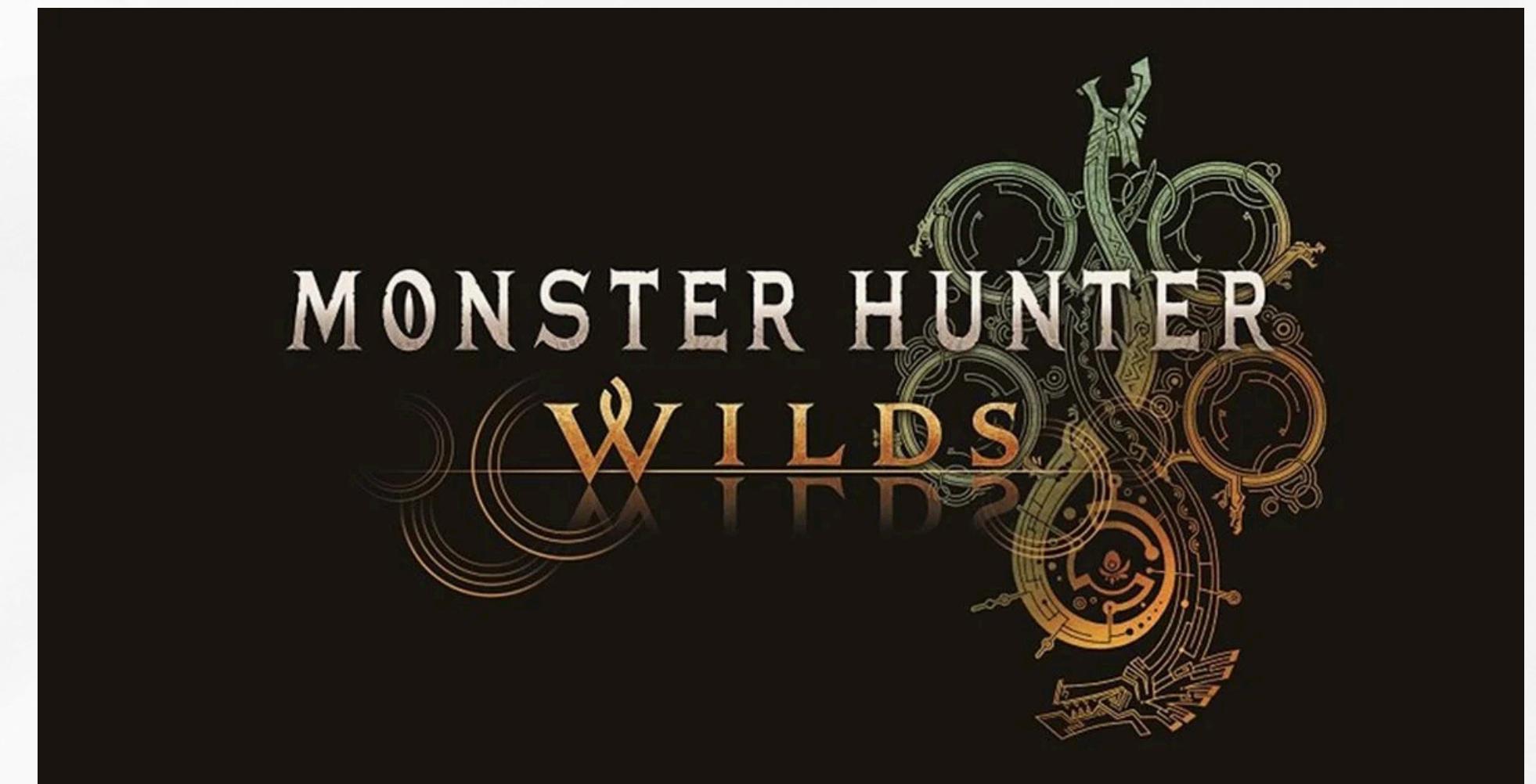
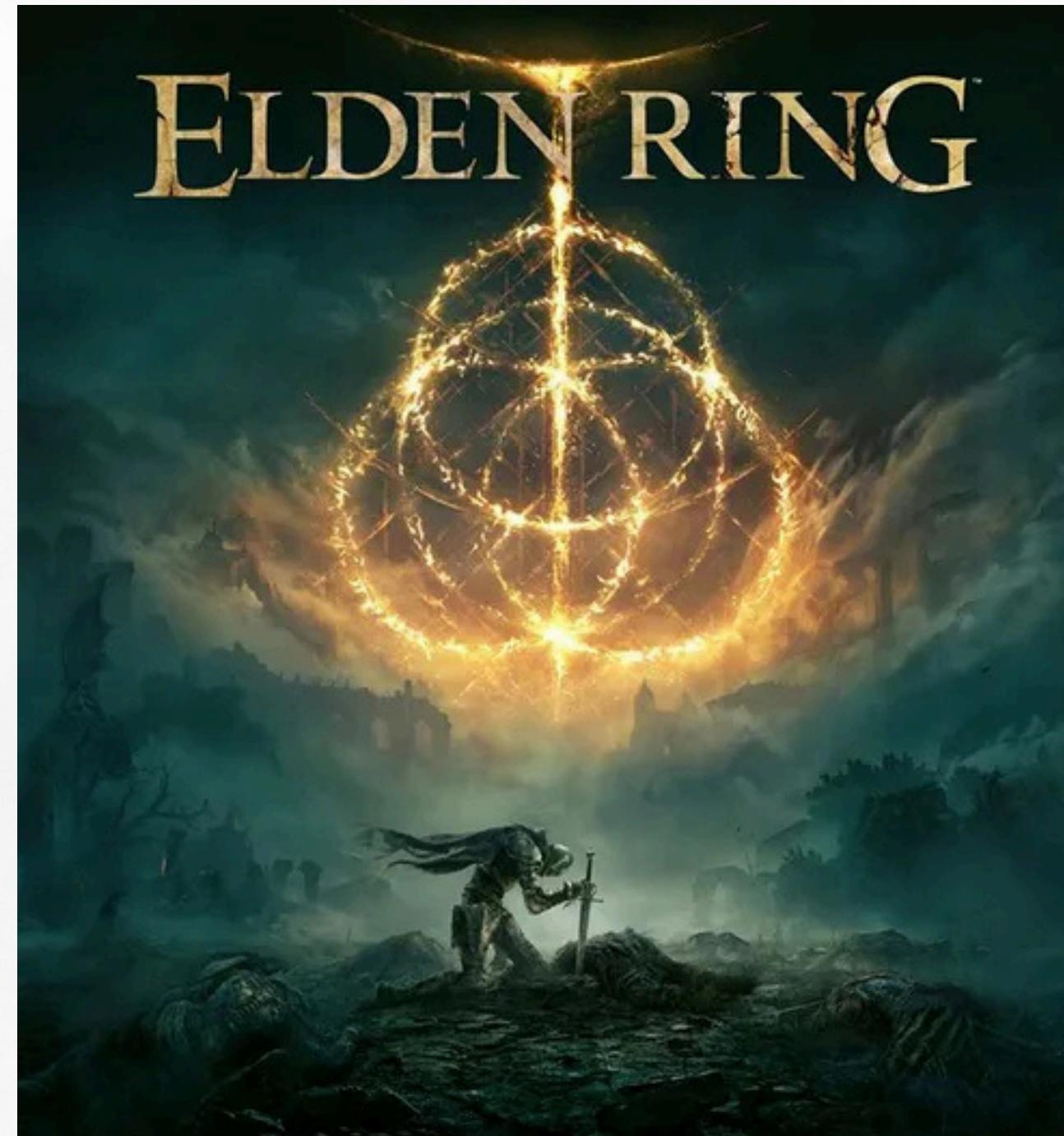
Our Research Focus

Prototype Demonstration Plan

Industry Relevance



You don't have to choose between
Frustration and Fun





**Dynamic Difficulty Adjustment
ensures inclusive gameplay for
all skill levels.**

DDA: Having the best of **both** worlds

Player Engagement

Adaptive Difficulty

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Demo - Horde Shooter

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What this project brings to the table for the gaming industry



Increases player retention



Expands audience reach



Improves co-op experience

Questions / Comments?

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Thank You

