

Coursework Instructions
(1 of 1)

Module: COMP6203	Title: Intelligent Agents	Lecturer: Enrico Gerding
Deadline: 11/1/2016	Feedback: 30/1/2016	Weighting: 40%

Instructions

You are asked to work within a group of three or four students to develop an agent that can participate in the AdX TAC game as described in the game specification available on the course website. You can develop your agent using any technology and any programming language, and divide the work between the group members, in any way that you deem appropriate.

There will be a class tournament in which all of the agents compete against one another from **09:00 to 17:00 on Monday 9 December**. Final instructions for this tournament will appear closer to the event, but you will be responsible for running your agent, and for ensuring that it can connect to the game server correctly during this time. There will be a virtual machine available (tac.ecs.soton.ac.uk) for this.

After the Christmas break, you are asked to submit an individual 1500 word report through the online handin system (before **16:55 Friday 11 January**). This report should describe: (i) the overall design of your agent, (ii) the reasons behind the specific design of the bidding strategies that it employed, and (iii) an analysis of the agent's performance within the class tournament describing how and why it performed well or poorly. The report should be formatted as an academic paper, and you will find a template for this on the course website.

Deliverables

1. Agent for AdX TAC that competes in a class tournament (developed as a group).
2. Individual 1500 word report detailing the design and analysis of this agent, the strategies employed, and an analysis of the agent's performance in the tournament.

Relevant Learning Outcomes (LOs)

1. How to design and implement an agent-based system for a real-world electronic commerce application.

Marking Scheme

<i>Criterion</i>	<i>Description</i>	<i>LOs</i>	<i>Total</i>
Agent performance	The score that your agent achieves in the class tournament will determine 20% of the total course mark. 80% of this mark will be evenly attributed across all members of the group. Group members will determine the allocation of the remaining 20% between themselves.	1	20
Agent design and analysis	Top scoring reports will describe in detail the challenge that the agent faces, and the design of bidding strategy implemented. They will present qualitative and quantitative analysis of the agent's performance, and will show evidence that related literature has been read, understood and applied.	1	20

Late submissions will be penalised according to the standard rules.

You should expect to spend around 60 hours on this assignment including research, development, testing and analysis. Please note the University regulations regarding academic integrity.