Research topics

Fake news

* Very brief history with a couple of famous examples

Thesis objective

* Describe game experience goals: Why are you making this game? Who is your target audience? What effect do you hope your game will have on players? Why do you need to be able to scrape and characterize headlines?
* Problem: How to do this convincingly?
* Note that others (Facebbo, Twitter) do this all the time now. High pressure to get it right.
* Current research (how CS detects/characterizes fake news).

Experimental design

* What tool(s) will you build to scrape and characterize headlines?
* Note any available technologies for aiding your research (scrapers, AI semantic analysis), with specific examples (Watson).
* Show a few brief samples of data collected by scrapers and semantic analyzers. (Summary of data in body of document, actual data in appendices.)
* Postulate strategies for how the data you collect will be interpreted/scored for use in your game.

Evaluation

* How will you determine if your headline characterizations actually serve your game’s experience goals?
* Briefly describe any tools you will use (surveys, etc). Include analysis protocol. including how testing pool will be established. Could provide samples in appendix if you’re confident.