

Research Paper 2

YEAR	AUTHOR	COUNTRY	OBJECTIVE	CONTRIBUTION	DATA	METHODOLOGY	CONCLUSION / RESULT
2023	Various Authors in AI and Game Research	Various	To analyze and understand the development of artificial intelligence in gameplay, with a focus on AI methods, decision-making, and problem-solving techniques.	Reviews a range of AI applications in gameplay, focusing on how AI techniques enhance decision-making processes, learning, and adaptability in games.	Draws from various data sources, including recent academic publications, to provide an extensive overview of AI in gaming research over the past decade.	Uses bibliometric analysis and various AI methodologies (like reinforcement learning, MCTS, neural networks) to analyze AI applications in games.	Concludes that advancements in AI are essential to game development, with promising future potential in complex problem-solving and immersive game experiences.