

RESEARCH PAPER 3

YEAR	AUTHOR	COUNTRY	OBJECTIVE	CONTRIBUTION	DATA	METHODOLOGY	CONCLUSION
2022	João Paulo Sousa, Rogério Tavares, João Pedro Gomes, Vitor Mendonça	Portugal	To analyze the intimate relationship between Artificial Intelligence and video game research using bibliometric surveys.	Highlights 13 categories of analysis based on a bibliometric survey conducted in the Scopus database.	Analysis data sourced from the Scopus database, covering a range of years (not specified in this preview).	Bibliometric survey	Provides a comprehensive look at the history and potential future of AI in video games through the lens of extensive research categories and trends.