California State University, San Bernardino
School of Computer Science & Engineering
Masters Project Presentation

Date/Time
June 9th, 2015(Tuesday) 1:30-2:30PM

Location
JB 391

Topic
The Design and Implementation of
an Adaptive Chess Game

Candidate
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Advisor
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Committee Members
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Abstract

During the project, past achievements of adaptive learning and computer chess game play are reviewed. An adaptive learning mechanism in computer chess game play is proposed. Adaptive learning is used to adapt the game's difficulty level to the player's skill level. This adaptation is achieved by using the player's game play histories and current performance. The adaptive chess game is implemented through the open source chess game engine Beowulf. To test the adaptive game engine efficiently, the testing platform is implemented to make the adaptive game engine plays with the non-adaptive game engine whose skill level can be set at different levels.