MLP Racing Information Sheet

06/04/17

Research Title: An Evaluation of Fast Multi-Layer Perceptron Training Techniques for Games

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**About the project**

This test will aim to analyse if a Multi-Layer Perceptron (MLP) Neural Network can be trained by faster training techniques to drive a car around a track. This is being done to show that MLP neural networks can be utilised in a game scenario and that the issue of training times could be avoided using faster alternative training techniques.

**Data Collection**

The data that will be collected in this test will simply be the answers that you provide on the survey. The data will only be held until the project is complete on the 26th of April 2017 and then it will be destroyed.

**Participant Rights**

As a volunteer you have the right to leave at any point without giving a reason, you also have the right to have any of the data collected during your test destroyed immediately.

**General Information and Instructions**

You will race against each training technique for two laps and rate their performance in terms of how well they drove and how competitive they were.

You may have a practice lap racing against no opponent if you wish.

This test will take between 10 – 25 minutes.

Instructions:

WASD to drive!