

My name is Mohammad Javad Najafi, and I have recently graduated from Shahab Danesh University of Qom, where I studied software engineering at undergraduate level.

During my 4 year education at university, I tried to learn about new methods of programming. I collected different parts of creating computer games like puzzle slices, but at the end my team and I were faced with a question. The question was that how it is possible that a game looks interesting when the player does not communicate with it enough. This is the main difference between game industry and film industry. I believe, if we want to deliver a message through a film, it is more effective and interesting that we do this through a computer game where the player is more directly involved in the story, as opposed to film where the viewer is only watching the story. I mean, we should create more communications between the player of a game and the characters in the game. This led me to study about human body anatomy but the result did not help me, and this is exactly why I firmly believe that I should study the MSc in Artificial Intelligence.

I participated in ACM 2018 tournament which is held every year and is a highly recognised programming competition in Iran, and my team achieved fifth place in the tournament. I have also helped many of my classmates with their final projects. This makes me a suitable candidate for the MSc Artificial Intelligence at Aston University.