



Social Network Game for Cognitive Researches

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Cognitive Experiments

We are interested in studying people behaviour in various situations.

For example – Stanford prison experiment (1971), will people behave differently in social network than in real experiment?

Auxilium Key Features

1. Unified platform
2. Deployed onto major social networks
3. Easy to maintain
4. Open to researchers

Auxilium [aʊk'si.li.um] noun. Help, aid.

Our Goal

To perform famous Turing Test within social networks. The participants do not know about the goal of the test, therefore, may not intentionally influence its results.

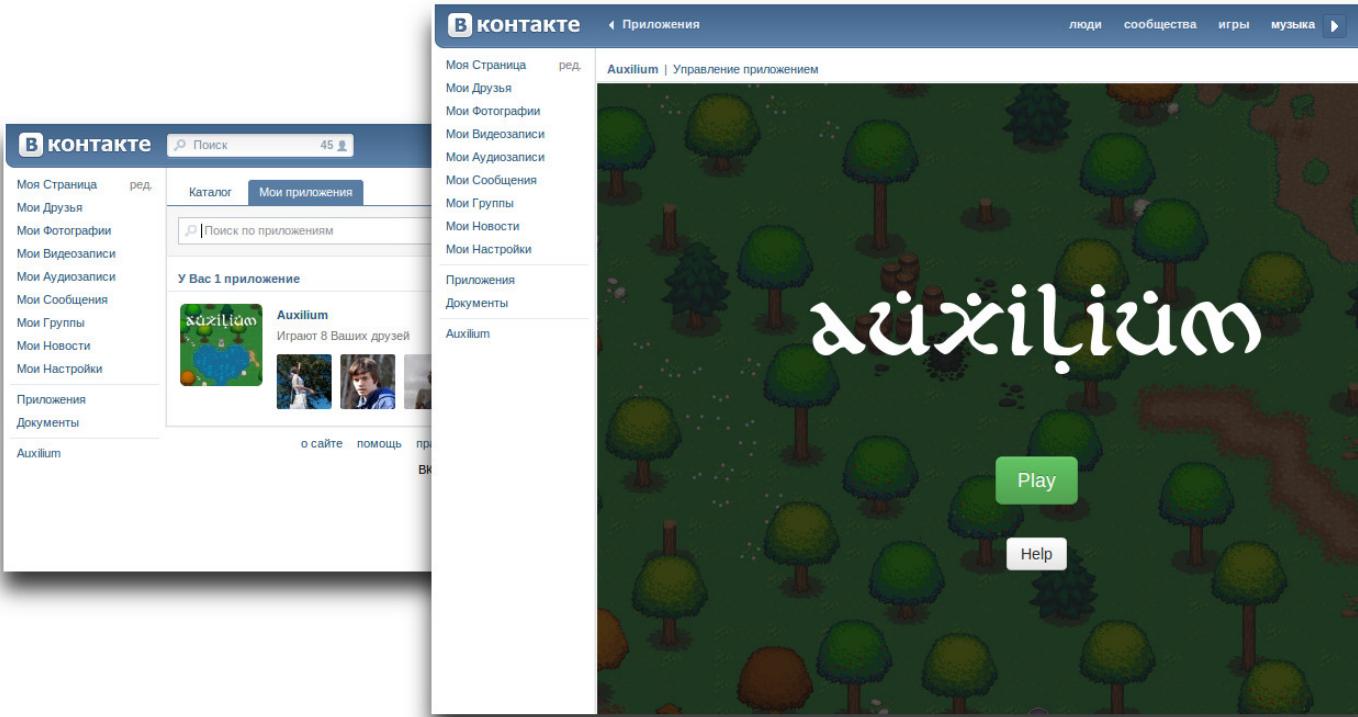
Turing Test Modification

1. **Communication is limited** to a fixed set of commands.
2. Participants randomly gets human or robot partners.
3. Points are taken, if you cooperate with a robot, rather than with a human.

Our Research Plans

1. Communication of people on a subsets of language.
2. Improve non-playable characters intelligence based on gathered data.
3. People solves Traveller Sales Man problem.

Current Progress





Watch us on GitHub

