



# 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?

# 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

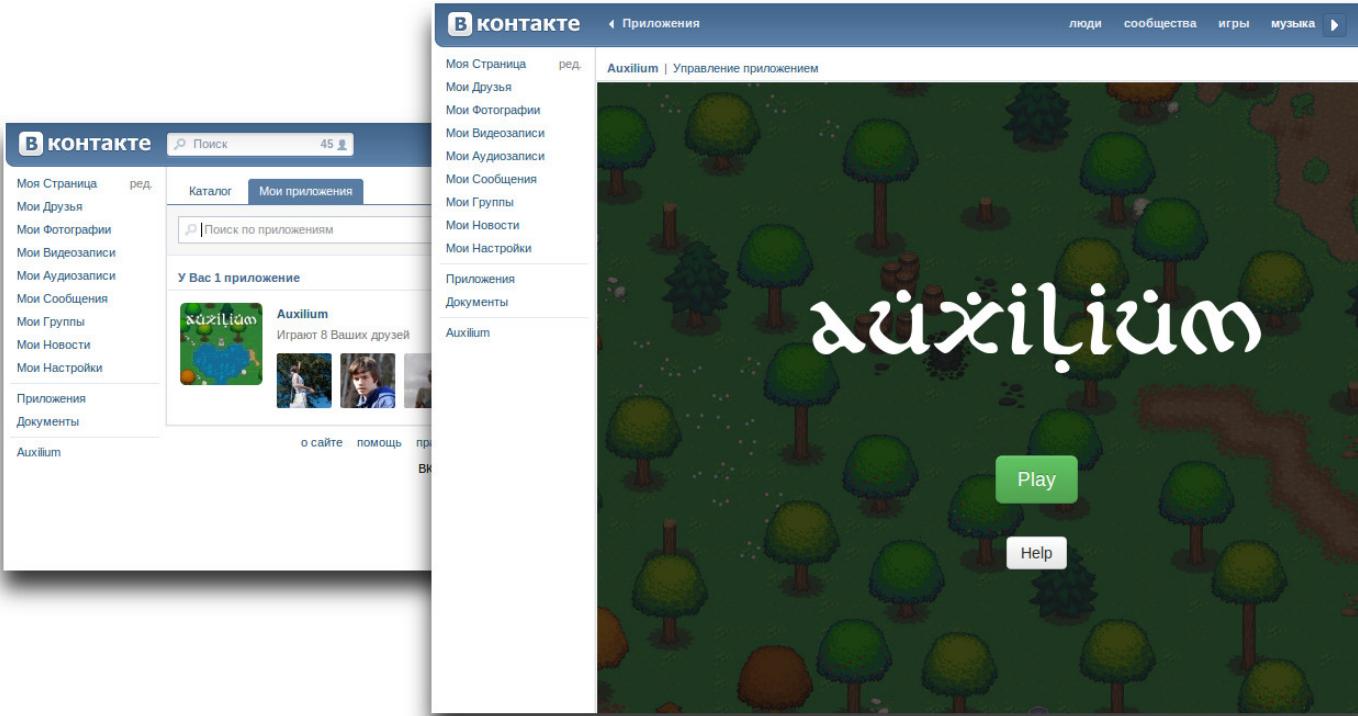
1. **Communication is limited** to a fixed set of commands.
2. Every participant is a judge.
3. Points are taken, if you cooperate with a robot, rather than with a human.

# 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.

# Current Progress



# 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 Travelling Sales Man problem.



# Watch us on GitHub

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