**Research Proposal Form**

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| Group: MSD 6.2A |
| Research Title:  Dynamic Game Difficulty Adjustment through Player Profiling: A Proof of Concept |
| Hypothesis and/or Research Questions:  By gathering data based on a player’s performance in a game, it is possible to improve their enjoyment of the game by altering various elements of a game to adjust the difficulty of the game to match their skill level. |
| Outline of Key Literature: |
| Overview of Methodology: |
| Ethical Considerations: |
| References: |