Related Work & Background

# Game Design

* Enjoyment in games
* Game Design Principles
  + Central Factors
  + Testing
* Player Preferences
  + Goal-Directed Design
  + Task-Centred System Design
  + Requirements in Race Games
* Skill level progression and level design
  + Assistance systems
    - Other Games: Aim…
    - Race Games: Break…
  + Level Generation
    - Automated Level Generation
    - Factors a level is fun
    - Laser Scanning
  + Racing simulation

# Racing Algorithms

* Artificial Intelligence
  + Artificial Intelligence in Video Games
  + Autonomous Vehicles
  + Dynamic Competition Balancing
* Ranking Systems
  + Rating systems
  + Sports rating system
  + Elo system
* Measuring Driving Performance
  + Performance Assessment Methods
  + Driver Performance Metrics
  + Spatiotemporal Pattern Recognition

# Games Psychology

* Personality traits
  + Personality Theory
  + Big Five
  + Sensation Seeking
* Learning and Motivation
  + Cooperative Motivation
    - Basic Elements of Cooperation
  + Competitive Motivation
    - Rivalry in Sport
    - Competition as Motivation
  + Measuring Motivation
* Driving and Risk taking
  + Risk Taking Behaviour
  + Reckless driving