



Universidad Internacional de la Rioja (UNIR)

ESIT

Master in Artificial Intelligence

Breakfastclub

Master Thesis

Presented by: Manuel Pasieka

Directed by: Michael Kickmeier-Rust, Verdu Perez, Elena

Ciudad: Valencia

Fecha: 1 August 2019

Additional Content

Figures

Tables

Abstract

Nota: Abstract here, max 150 words.

Keywords: Agent-based model, Big Five, classroom [?] blass

Chapter 1

Introduction

1.1 Origin and Motivation

1.2 Justification

This work is based on previous works by [?] other citation [?], [?]

Chapter 2

State of the art

2.1 Agent based models

What are Agent based models and why they are interesting for studying social interactions in groups

2.2 Big Five Personality Trait model

2.3 Agent Logic???

Where to talk about agent logic and possible ways to define an agent in a multi-agent system?

2.4 Simulation Environments

Mention Unity3d, but as well NetLogo and other environments.

Chapter 3

Requirements and Objectives

3.1 Initial Objectives and Adaptions

Talk about the initial goal and scope of the project, as well as how those have been altered during development.

3.2 Final Objectives

Talk about the finally chosen and implemented objectives.

Chapter 4

Development of the simulation

This chapter is dedicated to the architecture and implementation of the simulation.

Describing Agents, Environment and Simulation Mechanics, as well as Agent Logic.

Chapter 5

Data Analysis

This chapter will describe which results are generated during the simulation, how they are analyzed, and the three steps analysis is performed.

Chapter 6

Conclusion and outlook

The final chapter will include the results of the class profile comparison, come conclusions and hypothesis concerning the results.

An outlook on how the simulation could be extended to be a interactive teacher training program.

Chapter 7

inthe main

should not be the only one ..

Appendix A

Appendix

Atencin, deber generar un pdf con la plantilla de artculo y aadirla como anexo utilizando includepdf.