

Sheet2

		M1		M2		M3
Task and its short description	15.02-15.03	15.03-15.04	15.04-15.05	15.05-15.06	15.06-15.07	15.07-15.08
T1.1: Research on social behaviour DL concepts						
T1.2: Research on game difficulty DL adaptation concepts						
T2.1: Selection of social behaviour DL architectures						
T2.2: Selection of the suitable datasets						
T2.3: Selection of the best performing model						
T3.1: Adaptation of the chosen DL architecture						
T3.2: Initial training and evaluation of the adapted architecture						
T4.1: Preparation of the experimentation setup						
T4.2: Real-life evaluation of the DL model						
T5.1: Merge of the reports from the previous deliverables						
T5.2: Detailed description of the real-world experimentation						
T5.3: Creation of the proper visualisations of the evaluation data						
T5.4: Iterative corrections with the supervisors						