

SHORT TITLE

YOUR THESIS TITLE, WHICH CAN BE AS LONG AS YOU
WANT ON THE TITLE PAGE

BY
JINGYI LIN, M.Eng.

A REPORT
SUBMITTED TO THE DEPARTMENT OF COMPUTING AND SOFTWARE
AND THE SCHOOL OF GRADUATE STUDIES
OF MCMASTER UNIVERSITY
IN PARTIAL FULFILMENT OF THE REQUIREMENTS
FOR THE DEGREE OF
MASTERS OF ENGINEERING

© Copyright by Jingyi Lin, August 2023

All Rights Reserved

Masters of Engineering (2023)
(Department of Computing and Software)

McMaster University
Hamilton, Ontario, Canada

TITLE: Your Thesis Title, Which Can Be As Long As You Want
On the Title Page

AUTHOR: Jingyi Lin
M.Eng. (Computing and Software CRP),
McMaster University, Hamilton, Canada

SUPERVISOR: Smith Spencer

NUMBER OF PAGES: xii, 9

Lay Abstract

A lay abstract of not more 150 words must be included explaining the key goals and contributions of the thesis in lay terms that is accessible to the general public.

Abstract

Abstract here (no more than 300 words)

Your Dedication
Optional second line

Acknowledgements

Acknowledgements go here.

Contents

Lay Abstract	iii
Abstract	iv
Acknowledgements	vi
Notation, Definitions, and Abbreviations	xi
Declaration of Academic Achievement	xii
1 Introduction	1
1.1 Objective	1
1.2 Background	1
1.3 Problem Statement	1
2 Your Chapter Title	2
2.1 Referencing	2
2.2 Figures	2
2.3 Tables	3
2.4 Equations	3

3	Conclusion	5
A	Your Appendix	6
B	Long Tables	7

List of Figures

2.1	Single Figure Environment Listed Title	3
2.2	A Multi-Figure Environment	4

List of Tables

2.1	A sample table	3
-----	--------------------------	---

Notation, Definitions, and Abbreviations

Notation

$A \leq B$ A is less than or equal to B

Definitions

Challenge With respect to video games, a challenge is a set of goals presented to the player that they are tasks with completing; challenges can test a variety of player skills, including accuracy, logical reasoning, and creative problem solving

Abbreviations

AI Artificial intelligence

Declaration of Academic Achievement

The student will declare his/her research contribution and, as appropriate, those of colleagues or other contributors to the contents of the thesis.

Chapter 1

Introduction

Every thesis needs an introductory chapter

While you're here, you need to go into `definitions.tex` to set all the information needed for the front matter (e.g. title, author) and page header/footer.

You will also find the School of Graduate Studies' preparation guide (August 2021) for theses and reports. I would give it a quick read so you know what's expected.

1.1 Objective

1.2 Background

1.3 Problem Statement

Chapter 2

Your Chapter Title

This is a sample chapter

If you need to use quotes, type it “like this”.

2.1 Referencing

These are some sample references to GAMYGDALA (Popescu et al., 2014) from the `references.bib` file and state effects of cognition (Hudlicka, 2002) from the `references_another.bib` file. These references are not in the same `.bib` file.

2.2 Figures

This is a single image figure (Figure 2.1):

This is a multi-image figure with a top (Figure 2.2a) and bottom (Figure 2.2b) aligned subfigures:



Figure 2.1: This is a single figure environment

2.3 Tables

Here is a sample table (Table 2.1):

A	\longleftrightarrow	B
C	\longleftrightarrow	D

Table 2.1: A sample table

2.3.1 Long Tables

A sample long table is shown in Appendix B.

2.4 Equations

Here is a sample equation (Equation 2.4.1):

$$y = mx + b \tag{2.4.1}$$



(a) Figure 1



(b) Figure 2

Figure 2.2: A Multi-Figure Environment

Chapter 3

Conclusion

Every thesis also needs a concluding chapter

Appendix A

Your Appendix

Your appendix goes here.

Appendix B

Long Tables

This appendix demonstrates the use of a long table that spans multiple pages.

Col A	Col B	Col C	Col D
A	B	C	D
A	B	C	D
A	B	C	D
A	B	C	D
A	B	C	D
A	B	C	D
A	B	C	D
A	B	C	D

Continued on the next page

Bibliography

Eva Hudlicka. 2002. This time with feeling: Integrated model of trait and state effects on cognition and behavior. *Applied Artificial Intelligence* 16, 7-8 (2002), 611–641.

Adrian Popescu, Joost Broekens, and Maarten van Someren. 2014. GAMYGDALA: An emotion engine for games. *IEEE Transactions on Affective Computing* 5, 1 (2014), 32–44.