Sample Article: Writing an AI Wisdom Article

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(Requirement: Use this doc as your starting point)

This document is your starting template and will explain important requirements for writing your article. Read the whole thing before starting your writing, since it will save you time in the long run.

This is the introduction (notice how there is purposely no heading). The introduction is the place to motivate your article and explain what will be covered. Typically this is done in one or two paragraphs, but occasionally authors will stretch it out to three or four (but it is not advised). The introduction is incredibly important and should be reviewed often to make sure it accurately reflects the article. From previous experience, the introduction and conclusion are often the weakest parts of articles, which is unfortunate since this can immediately turn away potential readers.

The tone of your article should be expert and friendly. Carefully construct relevant examples that bring out the genius and relevance of the article. Try to inspire the reader to go off and actually use it. The article should be aimed at the intermediate/expert level, but still easy to understand. Strive for clear and concise sentences that are easy to digest. More people will benefit if it’s easier to absorb. Above all, always keep a heavy slant toward practical game development (as opposed to academic research).

Headings and Styles

There are three levels of headings: Heading 1 (Times New Roman 18 point Bold), Heading 2 (Times New Roman 14 point Bold Italicized), and Heading 3 (Times New Roman 13 point Bold). Make sure your headings are in these “styles.” You’ll need to select the style from Word’s toolbar or ribbon bar. While on the subject of styles, make sure you only use the styles. For example, this paragraph is written with the Normal style (Times New Roman 12 point). If you include references to code, like the class Route or the variable iCount, then make sure the particular code reference is in the Code style (Courier New 12 point).

When titling your headings, avoid overly cute or humorous titles. Yes, you are a funny writer, but we need to keep a level of professionalism. Subtle humor might be OK in limited amounts, but your section editor reserves the right to change or clean it up.

Quoted Material and Permissions

**Please do not use any directly quoted material** (that is content that is put in quotation marks), unless you obtain permission and send the permission in with your article. Even a one sentence quote requires permission. Also, you cannot quote poetry, lyrics from songs, information from Web sites, etc. without permission.

Permissions are required for any textual material, images, charts, tables, screenshots, quotes, or other material that you didn't create, including clipart and game screen shots. Please use the **PERMISSION REQUEST FORM** available from your section editor to obtain permissions for any non-original material you plan to include with your article. These must be submitted with your article.

Figures and Tables

Figures

(Note: The previous two consecutive headings without text between them is a problem. This is called a stacked heading and isn’t allowed. You’ll need to break these up with at least one sentence of normal text.)

Please embed figures directly into the Word file. Figures should be numbered starting at 1 and have a description that is a full and complete sentence (ending in a period). Refer to figures by name, as in the following example. Please refer to Figure 1.

Collision_Detection_and_Resolution_Figure02

Figure 1. Overlap testing is problematic for small, fast moving objects, like bullets.

Figures should be vector-based, such as using Word drawing capabilities (don’t use bitmaps unless they are screenshots).

Tables

Tables differ from figures in that they have their description placed above the table. Tables should be numbered starting at 1 and the description should be a full sentence ending in a period. Please don’t make any fancy formatting within tables.

Table 1. Statistics gathered from past player moves.

|  |  |  |
| --- | --- | --- |
| **Player Sequence** | **Occurrences** | **Frequency** |
| Low Kick, Low Punch, Uppercut | 10 times | 50% |
| Low Kick, Low Punch, Low Punch | 7 times | 35% |
| Low Kick, Low Punch, Sideswipe | 3 times | 15% |

Code

If you are going to include code fragments, you’ll need to follow some simple guidelines:

1. Make sure that the code is using the Code style (Courier New 12 point).
2. Make sure there are NO TABS in the code (replace tabs with **four** spaces).
3. Make sure every line of code is 67 characters or less to avoid wrapping.
4. Class names, types, namespaces, attributes, methods, variable names, keywords, functions, modules, commands, properties, parameters, values, objects, events, XML/HTML tags, and similar elements inside the normal body of text should be listed in Courier New (12 Point) style.
5. Include the minimum amount of code required to get your point across. You can place additional code on the CD, so only the pertinent parts need to take up space in your article. The following is an example of some code.
6. Word will auto-capitalize the first letter of sentences, so watch out for this in your code.

int MyAddFunction(int a, int b)

{

return(a + b);

}

Editing

Your section editor and peers will help edit/comment on your article. When they do so, they will be using the “reviewing” tools in Word. Right now you should enable the “reviewing” toolbar so that you have easy access to these buttons. Go to Tools->Customize…, click on the Toolbars tab, then check the box for “Reviewing.” You might notice that the word “may” in this sentence was corrected to “might.” If you don’t see this, then mess around with the reviewing settings until you do. (You should also see a comment on the previous sentence – hold your mouse over the sentence to read it.) The reviewing options are slightly different in various versions of Word, so it’s up to you to figure this out!

The amount of editing that section editors perform will vary based on your skill as a writer. If sections of your article are poor (poor English, confusing, unclear, etc.), those sections might be dropped or rewritten by yourself or the editors. If the entire article doesn’t meet the standards of the book, the decision to drop the article can be made by the section editor or series editor. This is rare, but it inevitably happens to one or two articles.

If your article requires heavy editing in places, section editors might help out, but you are free to adjust or rewrite these sections yourself. You’ll see the final version that will be printed so that you can approve or adjust any editing. In the past, most authors appreciate the help, if only to point out what was unclear so that they could rewrite it themselves. Others were grateful for having a fresh set of eyes understand the ideas that were trying to come out but needed a little help.

Conclusion

Your article should include a brief conclusion summarizing what the reader should have learned from the article. You can also motivate the reader to use the technique or give guidance for taking the ideas further.

References

A list of references is not absolutely mandatory, but it’s highly recommended. Below is a list of guidelines for each type of reference. When the reference in the text, be sure it is inside of a sentence and supports the ideas presented [Lewis91]. Don’t refer to a bracketed reference directly as a noun.

Book:

[Lewis91] Lewis, Harry R., *Data Structures and Their Algorithms*, HarperCollins Publishers Inc., 1991.

Magazine:

[Lander98] Lander, Jeff, “Skin Them Bones: Game Programming for the Web Generation,” *Game Developer Magazine* (May 1998): pp. 11-16

Conference proceedings:

[Terzopoulos87] Terzopoulos, Demetri, et al, “Elastically Deformable Models,” Computer Graphics, Vol 21, no.4 (SIGGRAPH 1987): pp. 205-214

Web source:

[Patel99] Patel, Amit J., “Amit’s Thoughts on Pathfinding,” available online at http://theory.stanford.edu/~amitp/GameProgramming/, November 27, 1999.