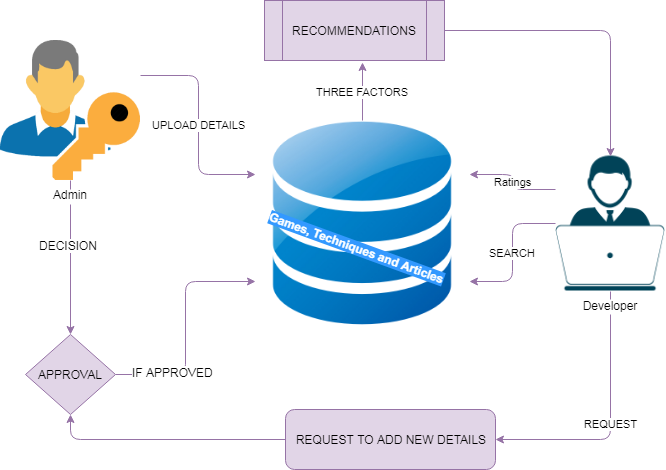
**EXISTING SYSTEM:**

There are numerous studies about Finding and Setting the Trend in Use of the AI Techniques in serious games. The main purpose of a serious game is both to be fun and entertaining, and educational. A serious game is thus designed both to be attractive and appealing to a broad target audience, and to meet specific educational goals. They are designed to foster knowledge, skills or routine habits in the player. The existing systems are not setting the current trends. This will find and predict the current trend in the gaming world.This article consist of an analysis of serious games, offering a literary review of their use combined with certain artificial intelligence techniques in the area of decision making and machine learning. Other areas such as pathfinding were initially considered for study but were not sized enough for further analysis, so they were excluded from this review. The article is divided into several sections. First of all, a complete methodology is introduced presenting the form and function of data collected from the literature review. Then, each of the following subsections presents a contextualization and classification of available articles. Finally, the article ends with the discussion and conclusion section.

**PROPOSED SYSTEM:**

The Proposed system is finding the best algorithm technique to design and develop the serious games. The Best Decision Making and machine learning algorithms are found to use in the serious games design which supports the developer to do it effective way. AI techniques were applied with a wide variety of final. The most common implementations were for altering the game flow or for assessing/classifying users’ state and behavior while playing. The productions of intelligent serious games that dynamically adapt themselves to users’ needs and performance have been proved to be efficient in terms of improvement comparisons.

**ARCHITECTURE:**

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