

# Can an Unknowing Participant distinguish between Procedurally Generated and Human Designed Interiors?

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**Abstract**—What's the problem? What am I looking at? How does that help solve the problem?

**Opening, Challenge, Action, Resolution**

**Attempt to see if procedural generated interiors can be perceived as human designed. Comparing the two together and see if participants prefer the procedurally generated designs.**

## I. INTRODUCTION

Urban open world games such as Grand Theft Auto V [1], The Division [2] and Batman: Arkham Knight [3] have such large built-up areas for players to venture in. However, only a few handpicked buildings in these large cities are accessible and have modelled interiors leaving the others to be blocked off for decorative purposes. This could be resolved by modelling and designing each room in these cities, but this would become incredibly impractical. Other issues with this can lean towards rendering and the storage of such heavily dense areas.

### *Procedural Generation*

Procedural Generation (PCG) refers to automatically creating content using algorithms [4]. PCG has many applications in video games, some notorious examples being the world/cave generation in Minecraft [5], the texture [6] and world generation [7] in Spore [8] and the procedural texture and music generation in .kkrieger [9].

Using PCG, this largely time-consuming task of designing room interiors can be automated. **And can possibly help maintain a player's immersion within the game.** An issue with this however is that PCG tool's can be seen as boring and repetitive [10].

Through my literature review though I have found many implementations and techniques of Procedural Interior Generation (PCIG), none of these get compared to Human designed interiors.

This study looks to see if a participant is able to tell the difference between Human designed and AI generated interiors.

## II. LITERATURE REVIEW

My literature review consists of two parts that I believe to be important to my research question. It first describes

different implementations of Procedural Interior Generation (PCIG) then explores ways in which Artificial Intelligence (AI) is compared to Humans.

### *A. Implementations of Procedural Interior Generation*

Although PCG, as a whole, has a lot to show and offer in game development - occasionally being used for characters, terrain, weapons and textures - the use of specifically Procedural Interior Generation (PCIG) in games are scarcely heard of.

A game that does use PCIG however is Catlateral Damage Remeowstered [11]. A small indie game developed by Manekoware where you play as a cat on a destructive rampage in its own house. When developing Catlateral Damage, developer Chris Chung was decided on how to design the levels and ultimately decided to use procedural generation [10]. Before the interior decoration can take place, a Squarified Treemap algorithm is used to generate the room layouts and floor plans within the level.

As of 29th of April 2021, Sony Interactive Entertainment own patent US20210121781, titled "AI-Generated Internal Environments Based On External Geometry" [12]. The patents' description goes onto explain a Machine Learning (ML) tool that takes in data from the external structure of a virtual building and generates an interior structure just from this data. Although this is just a patent for an ML tool, this could be the start of PCIG being used in AAA Titles.

*Multi-Agent System:* Go on to talk about the different papers I have "read" about Procedural Interior Generation. What techniques/algorithms they used etc. etc. [13]

*Rule-Based Layout:*

*Statistical Relationships:*

### *B. Artificial Intelligence Compared to Humans*

This is going to be a little more difficult to right about, as I haven't read a paper on this so far. And I have only managed to find 3 papers that talk about this, but I am not sure that they could be entirely relevant.

## III. RESEARCH QUESTION

From the above sources, I have formed **actual research question that's totally not wip anymore**

## A. hypothesis & null hypothesis

### Hypothesis stuff...

## IV. ARTEFACT

### A. What will be made

AI that procedurally generates interior at runtime in a pre-defined room size and access to pre-made furniture assets. Will be later compared with human designed interiors (being given the same room size and assets)

### B. How will I ensure Quality

Quality control. Roadmap? Unit Testing? Integration testing?

### C. How will I create it

The AI will be made in the Unity game engine (Version 2020.3.12f1)

### D. Why will this answer the questions

Haven't figured that out yet chief

## V. RESEARCH METHODOLOGY

### A. Experimental Design

### B. Limitations

Time, resources

### C. Sampling Plan

Sample size, sampling method

### D. Data management plan

Managing, collecting, & storing data

### E. Data Analysis

Something to do with R

### F. Ethical Considerations

I plan to not commit war crimes I promise

## VI. APPENDIX

Data analysis code, supporting screenshots, system development life-cycle, list of unit tests & testing plan

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