Games and Agents

Project work
1. Crowd Control
2. Command & Control
3. Disaster Management
4. Managing Energy Prosumption
5. Virtual Patient
6. Local Currencies
7. Bullying (FearNot)
Group work

• Describe as many possible goals for learning for the trainee
• Indicate which issues have to be “realistic” in the serious game to facilitate this
• Describe the possible roles for agents for creating this realism
• What type of knowledge, intelligence, interaction is needed for the agents?
Ideas for projects

• One of the above examples
• Capture the Flag; Unreal Tournament
  – http://unreal.wikia.com/wiki/Capture_the_Flag
• Geometry Friends
  – http://gaips.inesc-id.pt/geometryfriends/
• Minecraft/Malmo
  – github.com/Microsoft/malmo/
• Your own idea
  – Describe the role of the intelligent agent(s) and why it enhances the (serious) game
  – Build on a project from last year (see website)
Project document
Deadline: May 8

• Indicate team members
• Describe project goal in (1 A4 at most)
• Describe which agent and AI aspects you need to cover to realise your goals and why you need them (1 A4 at most)
• Give a planning with deadlines
  – Include literature research and presentations
  – Testing
  – Evaluation
  – ..