

## 2024 CMPUT 670 game theories: project

**Implement a computer program** (solver, player, visualizer, tutor, analyser or other app) or **explore an open research problem** related to a game or game theory. **Before you start, check with me that your project is appropriate.** **writing** latex article (12-point, geometry:3cm margins, linespread 1.25), bibtex, at a level easily understood by a 2nd-year CS undergrad. **grading** poor  $\leq 65\%$ , ok 65–75%, good 75–85%, publishable  $\geq 90\%$ . **late penalty** 15% per day (rounded up)

### 5 marks, due 0930 Feb 8

- 2-4 page intro with relevant background info plus 1-page bibliography

is this a player, solver, visualizer, tutor, research exploration, or something else? why is it of interest to you? what do you hope to accomplish? what problems will you solve, what programs will you implement? how will you measure success? what computational aspect is there? what mathematical aspect is there? how is this problem related to CGT? why is it interesting to others? how you will break it into subgoals (like Polya would)?

### 5 marks, due 0930 Feb 29

- 2-4 page progress report.

your original goals? your progress? are you on target? if not, what are your revised goals? include your current at-most-1-page bibliography, highlight any new entries.

### 5 marks, due 0930 Apr 4

- 15 minute oral presentation.

### 10 marks, due 0930 Apr 11

- 5-10 page final report, plus a 1-2 page bibliography.