

Democracy in Gaming: An Artificial Neural Network Based Approach towards Rule Evolution

Authors : Nelvin Joseph, K. Krishna Milan Rao, Praveen Dwarakanath

Abstract : The explosive growth of Smart phones around the world has led to the shift of the primary engagement tool for entertainment from traditional consoles and music players to an all integrated device. Augmented Reality is the next big shift in bringing in a new dimension to the play. The paper explores the construct and working of the community engine in Delta T - an Augmented Reality game that allows users to evolve rules in the game basis collective bargaining mirroring democracy even in a gaming world.

Keywords : augmented reality, artificial neural networks, mobile application, human computer interaction, community engine

Conference Title : ICVAR 2016 : International Conference on Virtual and Augmented Reality

Conference Location : Singapore, Singapore

Conference Dates : January 07-08, 2016