

## DM810 - Computer Game Programming II: AI

### Oral Exam, Autumn 2012

The oral exam is with grades on the 7-point marking scale and external censor. The obligatory assignments must be passed to be admitted to the oral exam.

The exam date is January 17, in the IMADA seminar room. The starting time will be communicated as soon as it becomes known. Each oral exam lasts 25 minutes grading included. A list to sign up for the order of entrance is available at IMADA notice board.

The curriculum is everything mentioned under the heading Literature in the list of lectures at the course web page.

Before the oral exam you have to prepare a portfolio of 15 techniques encountered during the course that you would like to present. The portfolio consists simply of a list of names of the techniques, you do not have to describe them in the portfolio. The techniques must cover all the following topics:

1. Movement
2. Pathfinding
3. Decision making
4. Tactical and strategic AI
5. Board game AI

Techniques not included in the curriculum can also be presented. The portfolio must be approved by the teacher before January 15 at noon.

At the oral exam, you will draw (with reinsertion) a topic from the list above and then choose yourself the techniques from your portfolio that you are to present. You should restrict your presentation to a maximum of 10 minutes per technique. When you finish with one technique you draw another topic.

The exam is without preparation, thus, after you draw a topic the examination starts immediately. You should plan to present the technique using the blackboard (you cannot bring transparencies). You should be able to present without help of questions. You are allowed to bring two sheets of short notes to look up. After your presentation, we may ask brief questions. Afterwards, we may ask questions related to the topic and to the techniques you used in the obligatory assignments.

You will draw a topic and then you can choose to focus on one of the techniques you listed in it.