

# Introducing AI Material to CS4730 – Game Design

(Technical Report)

# Advocating for Privacy when Personal Information Is Currency

(STS Research Paper)

An Undergraduate Thesis Portfolio

Presented to the Faculty of the

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Bachelor of Science in Computer Science

by

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Software can better serve its human users.

Video games often include non-playable characters and opponents controlled by Artificial Intelligence. A proposed AI unit was developed for incorporation into CS 4730. It explains what AI is in games and covers things like enemy/npc AI and AI in virtual tabletop games. The proposal includes a week's worth of material to be taught in this unit and how it will fit into the course as it is. It also includes examples of homework based in the Unity game engine that would be completed alongside the instruction. Well programmed AI makes games more balanced, immersive, and enjoyable. Modern games are utilizing increasingly complex and believable AIs so an AI unit is of great importance to a game design class.

the United Nations' Universal Declaration of Human Rights states "No one shall be subjected to arbitrary interference with his privacy... Everyone has the right to the protection of the law against such interference or attacks." How do internet users advocate for their personal privacy against companies that rely on selling user information to advertisers to make revenue (e.g. Facebook and Google)? Internet users have advocated for their privacy by arguing they should be compensated for their data, declaring privacy as a human right, using technology that protects their privacy, and advocating against intrusive company data policies.

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