



Possibili progetti - Corso SI A.A. 2014-2015



Teoria di giochi:

- Develop an interactive game where the model can be tested under real conditions (e.g., limited rationality, errors, etc...)
- Try to derive opponent models from human-players behavior (how a real human would deal with the problem of attacking an infrastructure?)
- Model extensions to include more realistic aspects, e.g., allowing false positives and false negatives in the alarm system
- Model scalings: multi-defender, multi-attacker

Therapeutic exer-games (riabilitazione anziani / bambini, assistenza anziani, education)

Utilizzo di dispositivi di VR:

- Leap
- Motion Capture
- Oculus rift
- Kinect
- Balance board
- Wii mote
- Falcon Haptic device
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Robocode: <http://en.wikipedia.org/wiki/Robocode>

