n the world of game design, data mining can improve development in two ways. The first is in the design phase, in which creators can collect data on user interactions with their products revealing trends that other forms of feedback cannot. The data reflects user interaction with the software and can be used to gage difficulty or player experience. The second use is in the support of the game, especially in the realm of massively multilayer games. Here, outliers in user metrics reflect ill formed areas and can expose cheaters in the system. Using data mining techniques, these flaws can be detected and resolved quickly.

I would like write my paper and give my presentation on the best methods suited for these studies (a more theoretical project), but aside from Google and the articles I found for my first homework assignment, I am having trouble finding sources. I would really appreciate being pointed in the right direction, or having my proposal critiqued. These techniques can also be used in general software development practices too (measure what the user does, not what he says he does). I could also explore this area if game design it too exotic in the context of this course.

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