

My research concerns two of the following digital content generating algorithms: procedural generation and machine learning. The point of this research is to be able to compare these two algorithms in order to properly understand when and why to use either algorithm when creating different types of digital content, as while they are both capable of creating the same thing, they do so using entirely different methods. To do this, I am going to find cases of them being used in research and try to focus on issues or drawbacks the research authors had with their algorithm or any reasons they stated for using their specific algorithm.