

SHORT TITLE

YOUR THESIS TITLE, WHICH CAN BE AS LONG AS YOU
WANT ON THE TITLE PAGE

BY
JANE DOE, B.Eng.

A REPORT
SUBMITTED TO THE DEPARTMENT YOU BELONG TO
AND THE SCHOOL OF GRADUATE STUDIES
OF MCMASTER UNIVERSITY
IN PARTIAL FULFILMENT OF THE REQUIREMENTS
FOR THE DEGREE OF
MASTERS OF ENGINEERING

© Copyright by Jane Doe, MONTH YEAR
All Rights Reserved

Masters of Engineering (YYYY)
(Department You Belong To)

McMaster University
Hamilton, Ontario, Canada

TITLE: Your Thesis Title, Which Can Be As Long As You Want
On the Title Page

AUTHOR: Jane Doe
B.Eng. (Software Engineering & Game Design),
McMaster University, Hamilton, Canada

SUPERVISOR: Your Supervisor

NUMBER OF PAGES: x, 9

Abstract

Abstract here (no more than 300 words)

Your Dedication
Optional second line

Acknowledgements

Acknowledgements go here.

Contents

| | |
|-------------------------------------------------|------------|
| Abstract | iii |
| Acknowledgements | v |
| Notation, Definitions, and Abbreviations | ix |
| Declaration of Academic Achievement | x |
| 1 Introduction | 1 |
| 2 Your Chapter Title | 2 |
| 2.1 Referencing | 2 |
| 2.2 Figures | 2 |
| 2.3 Tables | 3 |
| 2.4 Equations | 3 |
| 3 Conclusion | 5 |
| A Your Appendix | 6 |
| B Long Tables | 7 |

List of Figures

| | | |
|-----|--------------------------------------------------|---|
| 2.1 | Single Figure Environment Listed Title | 3 |
| 2.2 | A Multi-Figure Environment | 4 |

List of Tables

| | | |
|-----|--------------------------|---|
| 2.1 | A sample table | 3 |
|-----|--------------------------|---|

Notation, Definitions, and Abbreviations

Notation

$A \leq B$ A is less than or equal to B

Definitions

Challenge With respect to video games, a challenge is a set of goals presented to the player that they are tasks with completing; challenges can test a variety of player skills, including accuracy, logical reasoning, and creative problem solving

Abbreviations

AI Artificial intelligence

Declaration of Academic Achievement

The student will declare his/her research contribution and, as appropriate, those of colleagues or other contributors to the contents of the thesis.

Chapter 1

Introduction

Every thesis needs an introductory chapter

While you're here, you need to go into `definitions.tex` to set all the information needed for the front matter (e.g. title, author) and page header/footer.

You will also find the School of Graduate Studies' preparation guide (August 2021) for theses and reports. I would give it a quick read so you know what's expected.

Chapter 2

Your Chapter Title

This is a sample chapter

If you need to use quotes, type it “like this”.

2.1 Referencing

These are some sample references to GAMYGDALA [1] from the `references.bib` file and state effects of cognition [2] from the `references_another.bib` file. These references are not in the same .bib file.

2.2 Figures

This is a single image figure (Figure 2.1):

This is a multi-image figure with a top (Figure 2.2a) and bottom (Figure 2.2b) aligned subfigures:



Figure 2.1: This is a single figure environment

2.3 Tables

Here is a sample table (Table 2.1):

| | | |
|---|-----------------------|---|
| A | \longleftrightarrow | B |
| C | \longleftrightarrow | D |

Table 2.1: A sample table

2.3.1 Long Tables

A sample long table is shown in Appendix B.

2.4 Equations

Here is a sample equation (Equation 2.4.1):

$$y = mx + b \tag{2.4.1}$$



(a) Figure 1



(b) Figure 2

Figure 2.2: A Multi-Figure Environment

Chapter 3

Conclusion

Every thesis also needs a concluding chapter

Appendix A

Your Appendix

Your appendix goes here.

Appendix B

Long Tables

This appendix demonstrates the use of a long table that spans multiple pages.

| Col A | Col B | Col C | Col D |
|-------|-------|-------|-------|
| A | B | C | D |
| A | B | C | D |
| A | B | C | D |
| A | B | C | D |
| A | B | C | D |
| A | B | C | D |
| A | B | C | D |

Continued on the next page

Bibliography

- [1] A. Popescu, J. Broekens, and M. van Someren, “GAMYGDALA: An emotion engine for games,” *IEEE Transactions on Affective Computing*, vol. 5, no. 1, pp. 32–44, 2014.
- [2] E. Hudlicka, “This time with feeling: Integrated model of trait and state effects on cognition and behavior,” *Applied Artificial Intelligence*, vol. 16, no. 7-8, pp. 611–641, 2002.