

SHORT TITLE

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

BY  
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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

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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

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NUMBER OF PAGES: x, 9

# **Abstract**

Abstract here (no more than 300 words)

*Your Dedication*

*Optional second line*

# Acknowledgements

Acknowledgements go here.

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# 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):

$$y = mx + b \quad (2.4.1)$$



(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
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A	B	C	D
A	B	C	D

# 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.