Alex Marmura

Computers Can Learn Too

Challenge: Information
Category: Junior
Region: Strait
City: Antigonish, NS
School: St. Andrew Junior School
Abstract: The goal of this project was to see if I could program an Artificial Intelligence that could run simulations against a player in areas with varying densities of obstacles, and eventually through many simulations learn the best way to catch a player in each area. Results showed that the AI had developed a reasonable learning curve and succeeded about 85% of the time.

Biography

My name is Alex Marmura and I'm in grade 8 in Antigonish, Nova Scotia. I began exploring computer programming three years ago and have been doing it ever since. Two years ago I did a project where I made a simulation of bees using artificial intelligence and since I had fun with that i decided to experiment with AI a little more this year. I am also a skateboarder and I spend a lot of time riding around with my friends.

Awards	Value
Excellence Award - Junior - Bronze Medal Sponsor: Nuclear Waste Management Organization	$100
Western University Scholarship Bronze Medallist - $1000 Entrance Scholarship Sponsor: Western University	$1 000
Total	$1 100