

# CWSF 2014 - Windsor, Ontario



## 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
<b>Total</b>	<b>\$1 100</b>