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Jeffrey J Beyerl* (jeff.beyerl@furman.edu). *Optimizing balance in video games with asymmetrical choices.*

Video games are a pervasive part of society and a growing multi-billion dollar industry. With the volume of new games produced, manufacturers are developing more content and allowing players more customization of their gameplay. A current trend is to give players multiple asymmetrical styles of play to choose from. Ideally each of these play styles are time-balanced so that there is no obvious “best” style. In this talk I will give a method for balancing varying strategies in action role-playing games: games in which the player develops a single character focused on eliminating computer-controlled opponents as quickly as possible. (Received September 25, 2012)