

A Review of the use of Artificial Intelligence in Serious Game for Public Health

Abdul Rafiq Abdullah, Tuty Asmawaty Abdul Kadir, Siti Normaziah Ihsan

1 Soft Computing and Intelligent System Research Group (SPINT)
Faculty of Computer Systems and Software Engineering,
Universiti Malaysia Pahang, Kuantan, Pahang, Malaysia

Abstract:

Serious games used in public health for purposes including training, learning, prediction, coaching, diagnostic, rehabilitation and supporting. However, the serious game focuses mainly on user experience and graphical application, but less attention on applying artificial intelligence (AI). By enhancing artificial intelligence, it will have the capability to solve issues, especially in the field of public health. This article discussed a review of the use of artificial intelligence in a serious game for public health. The main idea of this paper is to gather all the related articles and create a trend analysis of the use of Artificial Intelligence (AI) in the serious game for public health. The related articles were applied Artificial intelligence (AI) in the area of decision-making. The final section discussed about the new trend and future of Artificial intelligence using current AI techniques.

Keywords: Artificial Intelligence; graphical application; public health

ACKNOWLEDGMENT

The authors would like to thank to University Malaysia Pahang (UMP). This work is supported by University Malaysia Pahang (UMP) and funded by Ministry Education Malaysia under FRGS Grant RDU 160101. The authors also would like to thank Universiti Malaysia Pahang for provision of research grant with vot. no. RDU170347.