For my project, I will be making a podcast where I discuss the video game franchise Call of Duty and explain how various topics covered in class related to learning algorithms and ethics relate to the franchise in an interesting way.

pg #	AUDIO
part #	Write exactly what sounds the viewer hears. If it is someone speaking, ID the person speaking. Ex. Narrator: Welcome to NewTube… Ex. Nat Sound: Saws and power drills (For natural sound, write Nat Sound.)
1	Intro sound effects/music
2	Introduce self and topic.
3	Provide background on Call of Duty, what it is, how popular it is
4	Transition
5	Talk about the use of algorithms and data collection for RICHOCHET anti-cheat and SBMM
6	Transition
7	Use of media publics through ARGs and social media discussion
8	Transition
9	Mention ethical problems and controversies, the use of AI and custom creations leading to extreme racism and sexism
10	Conclusion, summarizing argument and current state of the franchise
11	Outro music

In my podcast, I will explain and define specific terms I use so that someone unaware of the franchise can still understand my points. I will also avoid any bias and try to provide information from an objective viewpoint.

https://www.callofduty.com/blog/2024/01/call-of-duty-update-an-Inside-look-at-matchmaking

Activision's official statement regarding skill-based matchmaking, which describes how the algorithm works and addresses questions regarding the controversial matchmaking system.