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Soggetti	Artificial intelligence Computer games—Programming Computational intelligence User interfaces (Computer systems) Application software Artificial Intelligence Game Development Computational Intelligence User Interfaces and Human Computer Interaction Computer Appl. in Arts and Humanities
Lingua di pubblicazione	Inglese
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Livello bibliografico	Monografia
Nota di contenuto	Part I Background -- Introduction -- AI Methods -- Part II Ways of Using AI in Games -- Playing Games -- Generating Content -- Modeling Players -- Part III, The Road Ahead -- Game AI Panorama -- Frontiers of Game AI Research -- References -- Index.
Sommario/riassunto	This is the first textbook dedicated to explaining how artificial intelligence (AI) techniques can be used in and for games. After introductory chapters that explain the background and key techniques in AI and games, the authors explain how to use AI to play games, to generate content for games and to model players. The book will be suitable for undergraduate and graduate courses in games, artificial intelligence, design, human-computer interaction, and computational intelligence, and also for self-study by industrial game developers and

practitioners. The authors have developed a website (<http://www.gameaibook.org>) that complements the material covered in the book with up-to-date exercises, lecture slides and reading.
