1. Record Nr. UNINA9910460914703321

Titolo	Art and social justice : media collection / / edited by Mike Hajimichael
Pubbl/distr/stampa	Newcastle upon Tyne, England : , : Cambridge Scholars Publishing, , 2015 ©2015
ISBN	1-4438-7496-5
Descrizione fisica	1 online resource (135 p.)
Disciplina	306.43
Soggetti	Education - Social aspects Arts - Study and teaching Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di contenuto	""TABLE OF CONTENTS""; ""INTRODUCTION""; ""CHAPTER ONE""; ""CHAPTER TWO""; ""CHAPTER THREE""; ""CHAPTER FOUR""; ""CHAPTER FIVE""; ""CHAPTER SIX""; ""CHAPTER SEVEN""; ""CHAPTER EIGHT""; ""CHAPTER NINE""; ""CHAPTER TEN""; ""CONTRIBUTORS""
Sommario/riassunto	This book is a collection of articles that reflect on various connectivities between art and social justice and media which are pertinent to studying contemporary societies. How different forms of media and art, in the broadest possible meaning of these terms, reflect on, relate to, and campaign for social justice is an important topic to consider as artists, academics and activists. The subject matter of the book is also contextualized, with attention being paid to historical, cultural and communication factors, and with chapters referencing situations and collaborations in Brazil, Cyprus, G

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Titolo	Learn Unity ML-Agents : fundamentals of Unity machine learning : incorporate new powerful ML algorithms such as deep reinforcement learning for games / / Michael Lanham
Pubbl/distr/stampa	Birmingham ; ; Mumbai : , : Packt, , 2018
ISBN	1-78913-186-3
Edizione	[1st edition]
Descrizione fisica	1 online resource (197 pages) : illustrations
Disciplina	794.81526
Soggetti	Video games - Programming Machine learning Application software - Development
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	Transform games into environments using machine learning and Deep learning with Tensorflow, Keras, and Unity About This Book Learn how to apply core machine learning concepts to your games with Unity Learn the Fundamentals of Reinforcement Learning and Q-Learning and apply them to your games Learn How to build multiple asynchronous agents and run them in a training scenario Who This Book Is For This book is intended for developers with an interest in using Machine learning algorithms to develop better games and simulations with Unity. The reader will be required to have a working knowledge of C# and a basic understanding of Python. What You Will Learn Develop Reinforcement and Deep Reinforcement Learning for games. Understand complex and advanced concepts of reinforcement learning and neural networks Explore various training strategies for cooperative and competitive agent development Adapt the basic script components of Academy, Agent, and Brain to be used with Q Learning. Enhance the Q Learning model with improved training strategies such as Greedy-Epsilon exploration Implement a simple NN with Keras and use it as an external brain in Unity Understand how to add LTSM blocks to an existing DQN Build multiple asynchronous agents and run them in a

training scenario In Detail Unity Machine Learning agents allow researchers and developers to create games and simulations using the Unity Editor, which serves as an environment where intelligent agents can be trained with machine learning methods through a simple-to-use Python API. This book takes you from the basics of Reinforcement and Q Learning to building Deep Recurrent Q-Network agents that cooperate or compete in a multi-agent ecosystem. You will start with the basics of Reinforcement Learning and how to apply it to problems. Then you will learn how to build self-learning advanced neural networks with Python and Keras/TensorFlow. From there you move o n to more advanced training scenarios where you will learn further innovative ways to train your network with A3C, imitation, and curriculum learning models. By the end of the book, you will have learned how to build more complex environments by building a cooperative and competitive multi-agent ecosystem. Style and approach This book focuses on the foundations of ML, RL and DL for building agents in a game or simulation