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Videogame Sciences and Arts Nelson Zagalo 2019-12-26 This book constitutes the refereed proceedings of the 11th International Conference on Videogame Sciences and Arts, VJ 2019, held in Aveiro, Portugal, in November 2019. The 20 full papers presented were carefully reviewed and selected from 50 submissions. They were organized in topical sections named: Games and Theories; Table Boards; eSports; Uses and Methodologies; Game Criticism.

Computational Intelligence in Games Norio Baba 2012-08-11 The most powerful computers in the world are not only used for scientific research, defence, and business, but also in game playing. Computer games are a multi-billion dollar industry. Recent advances in computational intelligence paradigms have generated tremendous interest among researchers in the theory and implementation of games. Game theory is a branch of operational research dealing with decision theory in a competitive situation. Game theory involves the mathematical calculations and heuristics to optimize the efficient lines of play. This book presents a sample of the most recent research on the application of computational intelligence techniques in games. This book contains 7 chapters. The first chapter, by Chen, Fanelli, Castellano, and Jain, is an introduction to computational intelligence paradigms. It presents the basics of the main constituents of compu tational intelligence paradigms including knowledge representation, probability-based approaches, fuzzy logic, neural networks, genetic algorithms, and rough sets. In the second chapter, Chellapilla and Fogel present the evolution of a neural network to play checkers without human expertise. This chapter focuses on the use of a population of neural networks, where each network serves as an evaluation function to describe the quality of the current board position. After only a little more than 800 generations, the evolutionary process has generated a neural network that can play checkers at the expert level as designated by the u.s. Chess Federation rating system. The program developed by the authors has

also competed well against commercially available software.

Applications of Evolutionary Computation Cecilia Di Chio 2010-04-03
Evolutionary Computation (EC) techniques are e?cient, nature-inspired me- ods
based on the principles of natural evolution and genetics. Due to their -
ciency and simple underlying principles, these methods can be used for a
diverse
rangeofactivitiesincludingproblemsolving,optimization,machinelearningand
pattern recognition. A large and continuously increasing number of researchers
and professionals make use of EC techniques in various application domains.
This volume presents a careful selection of relevant EC examples combined with
a thorough examination of the techniques used in EC. The papers in the volume
illustrate the current state of the art in the application of EC and should
help and inspire researchers and professionals to develop e?cient EC methods
for design and problem solving. All papers in this book were presented during
EvoApplications 2010, which included a range of events on application-oriented
aspects of EC. Since 1998, EvoApplications — formerly known as EvoWorkshops—
has provided a unique opportunity for EC researchers to meet and discuss
application aspects of EC and has been an important link between EC research
and its application in a variety of domains. During these 12 years, new events
have arisen, some have
disappeared,whileothershavematuredtobecomeconferencesoftheirown,such as EuroGP
in 2000, EvoCOP in 2004, and EvoBIO in 2007. And from this year,
EvoApplications has become a conference as well.

Learning to Play Aske Plaat 2021-11-22 In this textbook the author takes as
inspiration recent breakthroughs in game playing to explain how and why deep
reinforcement learning works. In particular he shows why two-person games of
tactics and strategy fascinate scientists, programmers, and game enthusiasts
and unite them in a common goal: to create artificial intelligence (AI). After
an introduction to the core concepts, environment, and communities of
intelligence and games, the book is organized into chapters on reinforcement
learning, heuristic planning, adaptive sampling, function approximation, and
self-play. The author takes a hands-on approach throughout, with Python code
examples and exercises that help the reader understand how AI learns to play.
He also supports the main text with detailed pointers to online machine
learning frameworks, technical details for AlphaGo, notes on how to play and
program Go and chess, and a comprehensive bibliography. The content is class-
tested and suitable for advanced undergraduate and graduate courses on
artificial intelligence and games. It's also appropriate for self-study by
professionals engaged with applications of machine learning and with games
development. Finally it's valuable for any reader engaged with the
philosophical implications of artificial and general intelligence, games
represent a modern Turing test of the power and limitations of AI.

Blondie24 David B. Fogel 2002 This book explains how a computer, by replicating
the processes of Darwinian evolution, taught itself to play checkers far better
than its creators could have programmed it to play. Fogel (editor, IEEE

Transactions on Evolutionary Computation) considers the implications for evolutionary computations and artificial intelligence. Diagrams illustrate the evolutionary and computational processes at work, and the course of various games of checkers. Annotation copyrighted by Book News, Inc., Portland, OR.

What Is Your Quest? Anastasia Salter 2014-11 "What's Your Quest? examines the future of electronic literature in a world where tablets and e-readers are becoming as common as printed books and where fans everywhere are blurring of the positions of reader and author. The magic of Youtube, the iPad, and adventure gaming draws upon a history of convergence in digital storytelling that has evolved alongside computing itself, as new tools and models for interactive narrative and the increased accessibility of those tools have allowed for a broad range of storytellers to build on these emerging models for literary interaction"--

Transgression in Games and Play Kristine Jorgensen 2019-02-05 Contributors from a range of disciplines explore boundary-crossing in videogames, examining both transgressive game content and transgressive player actions. Video gameplay can include transgressive play practices in which players act in ways meant to annoy, punish, or harass other players. Videogames themselves can include transgressive or upsetting content, including excessive violence. Such boundary-crossing in videogames belies the general idea that play and games are fun and non-serious, with little consequence outside the world of the game. In this book, contributors from a range of disciplines explore transgression in video games, examining both game content and player actions. The contributors consider the concept of transgression in games and play, drawing on discourses in sociology, philosophy, media studies, and game studies; offer case studies of transgressive play, considering, among other things, how gameplay practices can be at once playful and violations of social etiquette; investigate players' emotional responses to game content and play practices; examine the aesthetics of transgression, focusing on the ways that game design can be used for transgressive purposes; and discuss transgressive gameplay in a societal context. By emphasizing actual player experience, the book offers a contextual understanding of content and practices usually framed as simply problematic. Contributors Fraser Allison, Kristian A. Bjørkelo, Kelly Boudreau, Marcus Carter, Mia Consalvo, Rhys Jones, Kristine Jørgensen, Faltin Karlsen, Tomasz Z. Majkowski, Alan Meades, Torill Elvira Mortensen, Víctor Navarro-Remesal, Holger Pötzsch, John R. Sageng, Tanja Sihvonen, Jaakko Stenros, Ragnhild Tronstad, Hanna Wirman

Game Analytics Magy Seif El-Nasr 2013-03-30 Developing a successful game in today's market is a challenging endeavor. Thousands of titles are published yearly, all competing for players' time and attention. Game analytics has emerged in the past few years as one of the main resources for ensuring game quality, maximizing success, understanding player behavior and enhancing the quality of the player experience. It has led to a paradigm shift in the development and design strategies of digital games, bringing data-driven intelligence practices into the fray for informing decision making at

operational, tactical and strategic levels. Game Analytics - Maximizing the Value of Player Data is the first book on the topic of game analytics; the process of discovering and communicating patterns in data towards evaluating and driving action, improving performance and solving problems in game development and game research. Written by over 50 international experts from industry and research, it covers a comprehensive range of topics across more than 30 chapters, providing an in-depth discussion of game analytics and its practical applications. Topics covered include monetization strategies, design of telemetry systems, analytics for iterative production, game data mining and big data in game development, spatial analytics, visualization and reporting of analysis, player behavior analysis, quantitative user testing and game user research. This state-of-the-art volume is an essential source of reference for game developers and researchers. Key takeaways include: Thorough introduction to game analytics; covering analytics applied to data on players, processes and performance throughout the game lifecycle. In-depth coverage and advice on setting up analytics systems and developing good practices for integrating analytics in game-development and -management. Contributions by leading researchers and experienced professionals from the industry, including Ubisoft, Sony, EA, Bioware, Square Enix, THQ, Volition, and PlayableGames. Interviews with experienced industry professionals on how they use analytics to create hit games.

Trigger Happy Steven Poole 2004 A thought-provoking cultural study of videogames traces the history of this popular form of entertainment and explains why videogames will become the dominant popular art form of the twenty-first century. Reprint.

Information, Communication and Computing Technology Abdullah Bin Gani 2019-11-13 This book constitutes the refereed proceedings of the 4th International Conference on Information, Communication and Computing Technology, ICICCT 2019, held in New Delhi, India, in May 2019. The 23 full papers and one short paper presented in this volume were carefully reviewed and selected from 120 submissions. The papers are organized in topical sections on communication and network systems; and emerging computing technologies.

Procedural Content Generation in Games Noor Shaker 2016-10-18 This book presents the most up-to-date coverage of procedural content generation (PCG) for games, specifically the procedural generation of levels, landscapes, items, rules, quests, or other types of content. Each chapter explains an algorithm type or domain, including fractal methods, grammar-based methods, search-based and evolutionary methods, constraint-based methods, and narrative, terrain, and dungeon generation. The authors are active academic researchers and game developers, and the book is appropriate for undergraduate and graduate students of courses on games and creativity; game developers who want to learn new methods for content generation; and researchers in related areas of artificial intelligence and computational intelligence.

General Video Game Artificial Intelligence Diego Pérez Liébana 2019-10-09

Research on general video game playing aims at designing agents or content generators that can perform well in multiple video games, possibly without knowing the game in advance and with little to no specific domain knowledge. The general video game AI framework and competition propose a challenge in which researchers can test their favorite AI methods with a potentially infinite number of games created using the Video Game Description Language. The open-source framework has been used since 2014 for running a challenge. Competitors around the globe submit their best approaches that aim to generalize well across games. Additionally, the framework has been used in AI modules by many higher-education institutions as assignments, or as proposed projects for final year (undergraduate and Master's) students and Ph.D. candidates. The present book, written by the developers and organizers of the framework, presents the most interesting highlights of the research performed by the authors during these years in this domain. It showcases work on methods to play the games, generators of content, and video game optimization. It also outlines potential further work in an area that offers multiple research directions for the future.

Learning Design Rob Koper 2006-01-16 E-learning is still in its infancy. This can be seen both in the limited pedagogical quality and lack of portability of e-learning content, and in the lack of user-friendly tools to exploit the opportunities offered by current technologies. To be successful, e-learning must offer effective and attractive courses and programmes to learners, while at the same time providing a pleasant and effective work environment for staff members who have the task to develop course materials, plan the learning processes, provide tutoring, and assess performance. To overcome these deficiencies, the IMS Global Learning Consortium Inc. released the Learning Design Specification in 2003. With Learning Design it is possible to develop and present advanced, interoperable e-learning courses embracing educational role and game playing methods, problem-based learning, learning community approaches, adaptivity and peer coaching and assessment methods. In this handbook Koper and Tattersall have put together contributions from members of the "Valkenburg Group", consisting of 33 experts deeply involved in e-learning and more specifically learning design. The result is a rich and lasting source of information for both e-learning course and tool developers, providing information about the specification itself, how to implement it in practice, what tools to use, and what pitfalls to avoid. The book not only reports first experiences, but also goes beyond the current state of the art by looking at future prospects and emerging applications.

Artificial Intelligence and Literary Creativity Selmer Bringsjord 1999-09-01 Is human creativity a wall that AI can never scale? Many people are happy to admit that experts in many domains can be matched by either knowledge-based or sub-symbolic systems, but even some AI researchers harbor the hope that when it comes to feats of sheer brilliance, mind over machine is an unalterable fact. In this book, the authors push AI toward a time when machines can autonomously write not just humdrum stories of the sort seen for years in AI, but first-rate fiction thought to be the province of human genius. It reports on five years of

effort devoted to building a story generator--the BRUTUS.1 system. This book was written for three general reasons. The first theoretical reason for investing time, money, and talent in the quest for a truly creative machine is to work toward an answer to the question of whether we ourselves are machines. The second theoretical reason is to silence those who believe that logic is forever closed off from the emotional world of creativity. The practical rationale for this endeavor, and the third reason, is that machines able to work alongside humans in arenas calling for creativity will have incalculable worth.

Procedural Generation in Game Design Tanya Short 2017-06-12 Making a game can be an intensive process, and if not planned accurately can easily run over budget. The use of procedural generation in game design can help with the intricate and multifarious aspects of game development; thus facilitating cost reduction. This form of development enables games to create their play areas, objects and stories based on a set of rules, rather than relying on the developer to handcraft each element individually. Readers will learn to create randomized maps, weave accidental plotlines, and manage complex systems that are prone to unpredictable behavior. Tanya Short's and Tarn Adams' Procedural Generation in Game Design offers a wide collection of chapters from various experts that cover the implementation and enactment of procedural generation in games. Designers from a variety of studios provide concrete examples from their games to illustrate the many facets of this emerging sub-discipline. Key Features: Introduces the differences between static/traditional game design and procedural game design Demonstrates how to solve or avoid common problems with procedural game design in a variety of concrete ways Includes industry leaders' experiences and lessons from award-winning games World's finest guide for how to begin thinking about procedural design

Storytelling in the Modern Board Game Marco Arnaudo 2018-08-30 Over the years, board games have evolved to include relatable characters, vivid settings and compelling, intricate plotlines. In turn, players have become more emotionally involved--taking on, in essence, the role of coauthors in an interactive narrative. Through the lens of game studies and narratology--traditional storytelling concepts applied to the gaming world--this book explores the synergy of board games, designers and players in story-oriented designs. The author provides development guidance for game designers and recommends games to explore for hobby players.

Play like a Feminist. Shira Chess 2020-08-18 An important new voice provides a riveting look at why video games need feminism and why all of us should make space for more play in our lives. "You play like a girl": it's meant to be an insult, accusing a player of subpar, un-fun playing. If you're a girl, and you grow up, do you "play like a woman"--whatever that means? In this provocative and enlightening book, Shira Chess urges us to play like feminists. Furthermore, she urges us to play video games like feminists. Playing like a feminist is empowering and disruptive; it exceeds the boundaries of gender yet still advocates for gender equality. Feminism need video games as much as video

games need feminism.

Formal Ontology in Information Systems B. Bennett 2006-10-26 Researchers in areas such as artificial intelligence, formal and computational linguistics, biomedical informatics, conceptual modeling, knowledge engineering and information retrieval have come to realise that a solid foundation for their research calls for serious work in ontology, understood as a general theory of the types of entities and relations that make up their respective domains of inquiry. In all these areas, attention is now being focused on the content of information rather than on just the formats and languages used to represent information. The clearest example of this development is provided by the many initiatives growing up around the project of the Semantic Web. And, as the need for integrating research in these different fields arises, so does the realisation that strong principles for building well-founded ontologies might provide significant advantages over ad hoc, case-based solutions. The tools of formal ontology address precisely these needs, but a real effort is required in order to apply such philosophical tools to the domain of information systems. Reciprocally, research in the information sciences raises specific ontological questions which call for further philosophical investigations. The purpose of FOIS is to provide a forum for genuine interdisciplinary exchange in the spirit of a unified effort towards solving the problems of ontology, with an eye to both theoretical issues and concrete applications. This book contains a wide range of areas, all of which are important to the development of formal ontologies.

Characteristics of Games George Skaff Elias 2020-12-08 Understanding games-- whether computer games, card games, board games, or sports--by analyzing certain common traits. Characteristics of Games offers a new way to understand games: by focusing on certain traits--including number of players, rules, degrees of luck and skill needed, and reward/effort ratio--and using these characteristics as basic points of comparison and analysis. These issues are often discussed by game players and designers but seldom written about in any formal way. This book fills that gap. By emphasizing these player-centric basic concepts, the book provides a framework for game analysis from the viewpoint of a game designer. The book shows what all genres of games--board games, card games, computer games, and sports--have to teach each other. Today's game designers may find solutions to design problems when they look at classic games that have evolved over years of playing.

Bayesian Programming Pierre Bessiere 2013-12-20 Probability as an Alternative to Boolean LogicWhile logic is the mathematical foundation of rational reasoning and the fundamental principle of computing, it is restricted to problems where information is both complete and certain. However, many real-world problems, from financial investments to email filtering, are incomplete or uncertain in natur

Uncertainty in Games Greg Costikyan 2015-01-30 How uncertainty in games—from Super Mario Bros. to Rock/Paper/Scissors—engages players and shapes play

experiences. In life, uncertainty surrounds us. Things that we thought were good for us turn out to be bad for us (and vice versa); people we thought we knew well behave in mysterious ways; the stock market takes a nosedive. Thanks to an inexplicable optimism, most of the time we are fairly cheerful about it all. But we do devote much effort to managing and ameliorating uncertainty. Is it any wonder, then, asks Greg Costikyan, that we have taken this aspect of our lives and transformed it culturally, making a series of elaborate constructs that subject us to uncertainty but in a fictive and nonthreatening way? That is: we create games. In this concise and entertaining book, Costikyan, an award-winning game designer, argues that games require uncertainty to hold our interest, and that the struggle to master uncertainty is central to their appeal. Game designers, he suggests, can harness the idea of uncertainty to guide their work. Costikyan explores the many sources of uncertainty in many sorts of games—from Super Mario Bros. to Rock/Paper/Scissors, from Monopoly to CityVille, from FPS Deathmatch play to Chess. He describes types of uncertainty, including performative uncertainty, analytic complexity, and narrative anticipation. And he suggest ways that game designers who want to craft novel game experiences can use an understanding of game uncertainty in its many forms to improve their designs.

Believable Bots Philip Hingston 2012-10-20 We share our modern world with bots – chatbots to converse with, roombots to clean our houses, spambots to fill our e-mail inboxes, and medibots to assist our surgeons. This book is about computer game bots, virtual companions who accompany us in virtual worlds or sharpen our fighting skills. These bots must be believable, that is human players should believe they are interacting with entities operating at a human level – bots are more fun if they behave like we do. This book shows how to create believable bots that play computer games, and it discusses the implications of making them appear human. The chapters in this book present the state of the art in research on and development of game bots, and they also look beyond the design aspects to address deep questions: Is a bot that plays like a person intelligent? Does it have emotions? Is it conscious? The topic is inherently interdisciplinary, and the work draws from research and practice in many fields, such as design, creativity, entertainment, and graphics; learning, psychology, and sociology; artificial intelligence, embodiment, agents, machine learning, robotics, human—computer interaction, and artificial life; cognition and neuroscience; and evolutionary computing. The contributing authors are among the leading researchers and developers in this field, and most of the examples and case studies involve analysis of commercial products. The book will be of value to graduate students and academic researchers in artificial intelligence, and to engineers charged with the design of entertaining games.

Bridging Literacies with Videogames Hannah R. Gerber 2014-09-23 Bridging Literacies with Videogames provides an international perspective of literacy practices, gaming culture, and traditional schooling. Featuring studies from Australia, Colombia, South Korea, Canada, and the United States, this edited volume addresses learning in primary, secondary, and tertiary environments with topics related to: • re-creating worlds and texts • massive multiplayer second

language learning • videogames and classroom learning These diverse topics will provide scholars, teachers, and curriculum developers with empirical support for bringing videogames into classroom spaces to foster meaning making. Bridging Literacies with Videogames is an essential text for undergraduates, graduates, and faculty interested in contemporizing learning with the medium of the videogame.

Serious Games David R. Michael 2006 Provides information on how to take entertainment game development skills and adapt them to the design of serious games for education, training, and healing.

Minimalist Game Design Andrew Nealen 2014-02-05 Guided by the theory of design minimalism where the predominant goal is to craft a game where nothing in the design is superfluous or used by coincidence, but carefully chosen to increase the accessibility, improve the interface, and meaningfully contribute to the game, Nealen and Saltsman (Award-winning Indie game designers) demonstrate how to find the smallest possible subset of mechanics and interfaces that lead to interesting and compelling gameplay. They illustrate by example with insights and philosophies from game industry veterans and independent game developers.

Worlds in Play Suzanne De Castell 2007 Worlds in Play, a map of the «state of play» in digital games research today, illustrates the great variety and extreme contrasts in the landscape cleft by contemporary digital games research. The chapters in this volume are the work of an international review board of seventy game-study specialists from fields spanning social sciences, arts, and humanities to the physical and applied sciences and technologies. A wellspring of inspiring concepts, models, protocols, data, methods, tools, critical perspectives, and directions for future work, Worlds in Play will support and assist in reading not only within, but across fields of play - disciplinary, temporal, and geographical - and encourage all of us to widen our focus to encompass the omni-dimensional phenomenon of «worlds in play.»

Game Architecture and Design Andrew Rollings 2004 A guide to computer game design, architecture, and management explores the application of design principles, shares the experiences of game programmers, and offers an overview of game development software.

Mapping the Digital: Cultures and Territories of Play Lindsey Joyce 2019-01-04

Values at Play in Digital Games Mary Flanagan 2014-07-18 A theoretical and practical guide to integrating human values into the conception and design of digital games, with examples from Call of Duty, Journey, World of Warcraft, and more. All games express and embody human values, providing a compelling arena in which we play out beliefs and ideas. "Big ideas" such as justice, equity, honesty, and cooperation—as well as other kinds of ideas, including violence, exploitation, and greed—may emerge in games whether designers intend them or not. In this book, Mary Flanagan and Helen Nissenbaum present Values at Play, a theoretical and practical framework for identifying socially recognized moral

and political values in digital games. Values at Play can also serve as a guide to designers who seek to implement values in the conception and design of their games. After developing a theoretical foundation for their proposal, Flanagan and Nissenbaum provide detailed examinations of selected games, demonstrating the many ways in which values are embedded in them. They introduce the Values at Play heuristic, a systematic approach for incorporating values into the game design process. Interspersed among the book's chapters are texts by designers who have put Values at Play into practice by accepting values as a design constraint like any other, offering a real-world perspective on the design challenges involved.

Diversity of Play Mathias Fuchs 2020-10-09 The early days when digital games were new, harmless, and a niche are long gone. Today's games can simulate battlefields, predict disaster, and crash markets. We are faced with a diversity of play and the ubiquity of games, making them not only a popular medium, but the leading medium of our contemporary society. Based on the keynote lectures held at DiGRA2015, "Diversity of Play" provides a critical view on the current stage of digital games from a theoretic, artistic, and practical perspective by pointing towards the uncanny, the power of "unnatural" narratives, and the exceptions and uncertainties of digital ludic environments. With an interview with Karen Palmer and essays by Astrid Ensslin, Mathias Fuchs, Tanya Krzywinska, and Markus Rautzenberg. This work was published by Saint Philip Street Press pursuant to a Creative Commons license permitting commercial use. All rights not granted by the work's license are retained by the author or authors.

Evolutionary Game Design Cameron Browne 2011-09-15 The book describes the world's first successful experiment in fully automated board game design. Evolutionary methods were used to derive new rule sets within a custom game description language, and self-play trials used to estimate each derived game's potential to interest human players. The end result is a number of new and interesting games, one of which has proved popular and gone on to be commercially published.

Unnatural Narratives - Unnatural Narratology Jan Alber 2011-09-29 In recent years, the study of unnatural narratives has become an exciting new but still disparate research program in narrative theory. For the first time, this collection of essays presents and discusses the new analytical tools that have so far been developed on the basis of unnatural novels, short stories, and plays and extends these findings through analyses of testimonies, comics, graphic novels, films, and oral narratives. Many narratives do not only mimetically reproduce the world as we know it but confront us with strange narrative worlds which rely on principles that have very little to do with the actual world around us. The essays in this collection develop new narratological tools and modeling systems which are designed to capture the strangeness and extravagance of such anti-realist narratives. Taken together, the essays offer a systematic investigation of anti-mimetic techniques and strategies that relate to different narrative parameters, different media, and

different periods within literary history.

Society Of Mind Marvin Minsky 1988-03-15 An authority on artificial intelligence introduces a theory that explores the workings of the human mind and the mysteries of thought

Advanced Intelligent Paradigms in Computer Games Norio Baba 2007-06-26 This book explores all the latest research in the area of advanced intelligent paradigms in computer games. It presents a sample of the most recent research concerning the application of computational intelligence techniques and internet technology in computer games. The contents include: COMMONS GAME in intelligent environment; adaptive generation of dilemma-based interactive narratives; computational intelligence in racing games; evolutionary algorithms for board game players with domain knowledge; electronic market games; EVE's entropy; and capturing player enjoyment in computer games.

Emotion in Games Kostas Karpouzis 2016-11-02 The core message of this book is: computer games best realise affective interaction. This book brings together contributions from specialists in affective computing, game studies, game artificial intelligence, user experience research, sensor technology, multi-modal interfaces and psychology that will advance the state-of-the-art in player experience research; affect modelling, induction, and sensing; affect-driven game adaptation and game-based learning and assessment. In 3 parts the books covers Theory, Emotion Modelling and Affect-Driven Adaptation, and Applications. This book will be of interest to researchers and scholars in the fields of game research, affective computing, human computer interaction, and artificial intelligence.

Intelligent Virtual Agents Helmut Prendinger 2008-08-25 This book constitutes the refereed proceedings of the 8th International Workshop on Intelligent Virtual Agents, IVA 2008, held in Tokyo, Japan, in September 2008. The 18 revised full papers and 28 revised short papers presented together 42 poster papers were carefully reviewed and selected from 99 submissions. The papers are organized in topical sections on motion and empathy; narrative and augmented reality; conversation and negotiation; nonverbal behavior; models of culture and personality; markup and representation languages; architectures for robotic agents; cognitive architectures; agents for healthcare and training; and agents in games, museums and virtual worlds.

Artificial Intelligence and Games Georgios N. Yannakakis 2018-02-17 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.

Logical Frameworks Gerard Huet 1991-09-26 In Logical Frameworks, first published in 1991, Huet and Plotkin gathered contributions from the first International Workshop on Logical Frameworks. The contributions are of the highest calibre. Four main themes are covered: the general problem of representing formal systems in logical frameworks, basic algorithms of general use in proof assistants, logical issues, and large-scale experiments with proof assistants.

The Measure of All Minds José Hernández-Orallo 2017-01-11 Are psychometric tests valid for a new reality of artificial intelligence systems, technology-enhanced humans, and hybrids yet to come? Are the Turing Test, the ubiquitous CAPTCHAs, and the various animal cognition tests the best alternatives? In this fascinating and provocative book, José Hernández-Orallo formulates major scientific questions, integrates the most significant research developments, and offers a vision of the universal evaluation of cognition. By replacing the dominant anthropocentric stance with a universal perspective where living organisms are considered as a special case, long-standing questions in the evaluation of behavior can be addressed in a wider landscape. Can we derive task difficulty intrinsically? Is a universal g factor - a common general component for all abilities - theoretically possible? Using algorithmic information theory as a foundation, the book elaborates on the evaluation of perceptual, developmental, social, verbal and collective features and critically analyzes what the future of intelligence might look like.

Level Up Marinka Copier 2003