

## BIOLOGICALLY INSPIRED ARTIFICIAL INTELLIGENCE FOR COMPUTER GAMES

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Biologically Inspired Artificial Intelligence for Computer Games Darryl Charles University of Ulster, Ireland Colin Fyfe University of Paisley, UK Daniel Livingstone University of Paisley, UK Stephen McGlinchey University of Paisley, UK

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Biologically Inspired Artificial Intelligence for Computer Games reviews several strands of modern artificial intelligence, including supervised and unsupervised artificial neural networks; evolutionary algorithms; artificial immune systems, swarms, and shows using case studies for each to display how they may be applied to computer games. This book spans the divide which currently exists

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Computer games are often played by a human player against an artificial intelligence software entity. In order to truly respond in a human-like manner, the artificial intelligence in games must be adaptive, or respond as a human player would as he/she learns to play a game.

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**Bio-Inspired Artificial Intelligence | The MIT Press**

This book offers a comprehensive introduction to the emerging field of biologically inspired artificial

intelligence that can be used as an upper-level text or as a reference for researchers. Each chapter presents computational approaches inspired by a different biological system; each begins with background information about the biological system and then proceeds to develop computational models that make use of biological concepts. The chapters cover evolutionary computation and

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Bio-Inspired Artificial Intelligence Theories, Methods, and Technologies Dario Floreano and Claudio Mattiussi. New approaches to artificial intelligence spring from the idea that intelligence emerges as much from cells, bodies, and societies as it does from evolution, development, and learning. Traditionally, artificial intelligence has been concerned with reproducing the abilities of human brains; newer approaches take inspiration from a wider range of biological structures that that are

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