

Advanced Game AI Topics

Fall 2012; M/W 3:00-4:30

Instructor: riedl@cc.gatech.edu

Artificial intelligence (AI) is an integral part of computer game design.

This class focuses on advanced AI techniques as applied to computer games and virtual world.

Modern computer games require increasingly sophisticated virtual characters. This year, we will focus on AI techniques that can be used to create complex, virtual characters that exhibit lifelike qualities.

Topics include:

- Autonomous behavior planning
- Computational models of emotion and personality
- Natural language dialogue with virtual characters
- Procedural interactive story generation
- Learning to imitate human actors

Course will involve readings, discussion, in-class participatory exercises, and team project work.

Prerequisites: Intro AI course or Intro Game AI course

Advanced undergraduates welcome; please contact instructor.

<http://research.cc.gatech.edu/inc/cs-8803-aga-fall-2012/>

