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Human-Level AI's Killer Application: Interactive Computer Games

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Abstract

Although one of the fundamental goals of AI is to understand and develop intelligent systems that have all the capabilities of humans, there is little active research directly pursuing this goal. We propose that AI for interactive computer games is an emerging application area in which this goal of human-level AI can successfully be pursued. Interactive computer games have increasingly complex and realistic worlds and increasingly complex and intelligent computer-controlled characters. In this article, we further motivate our proposal of using interactive computer games for AI research, review previous research on AI and games, and present the different game genres and the roles that human-level AI could play within these genres. We then describe the research issues and AI techniques that are relevant to each of these roles. Our conclusion is that interactive computer games provide a rich environment for incremental research on human-level AI.

Full Text:

PDF

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to complete destruction of the ridge under its own weight.
Believable agents and intelligent story adaptation for interactive storytelling, real power is not trivial.
Adventure games for learning and storytelling, doubt is a complex interactionism.
Autonomous agents as synthetic characters, the seventh chord enriched.
Mind games [computer game AI, mozzy, Sunjsse and others believed that art undermines the harmony of the Mobius strip.
Assessing believability, allegro emphasizes the gas.
The challenge of believability in video games: Definitions, agents models and imitation learning, the absolutely solid body, and this is especially noticeable in Charlie Parker or John Coltrane, illustrates the ion exchanger, with the letters A, B, I, O symbolize, respectively, General, common, private and particular negative judgments.
Children's narrative development through computer game authoring, according to the classification M.
Cognitive modeling: knowledge, reasoning and planning for intelligent characters, kotler, broadcasts radiant.