



Artificial Intelligence for Computer Games: An Introduction

By John David Funge

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Editorial Review

Review

"He presents advanced AI research in a way that is meaningful to the working game AI programmer." -Craig Reynolds, Slashdot, January 2005

About the Author

John Funge is a co-founder and leading scientist at a new Silicon Valley based company focusing on AI effects for computer entertainment. John previously worked at Sony Computer Entertainment America's (SCEA) research lab. Before that John was a member of Intel's Microcomputer Research Lab (MRL). He received a B.Sc. in Mathematics from King's College London in 1990, an M.Sc. in Computer Science from Oxford University in 1991, and a Ph.D. in Computer Science from the University of Toronto in 1998. John is the author of numerous technical papers and his first book "AI for Games and Animation: A Cognitive Modeling Approach" is one of the first to take a serious look at AI techniques in the context of computer games and animation. His current research interests include computer games, machine learning, knowledge representation, and new democratic methods.

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