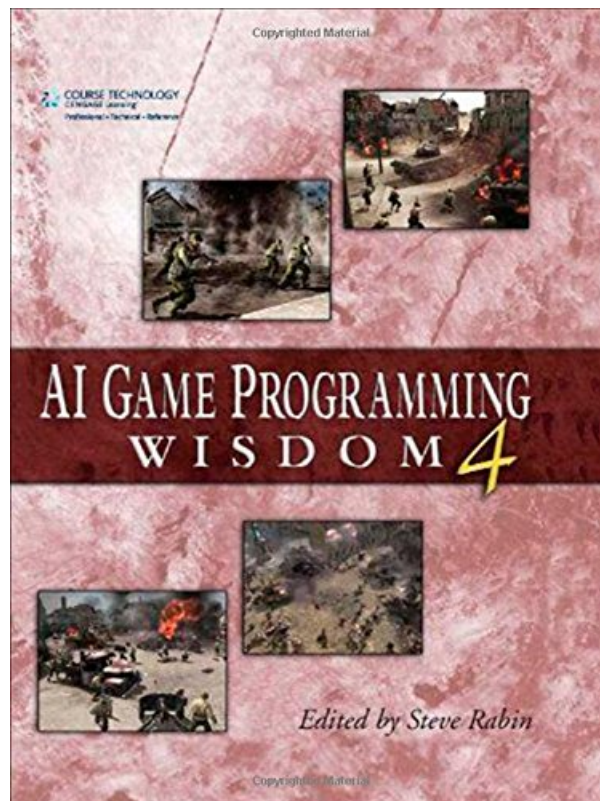
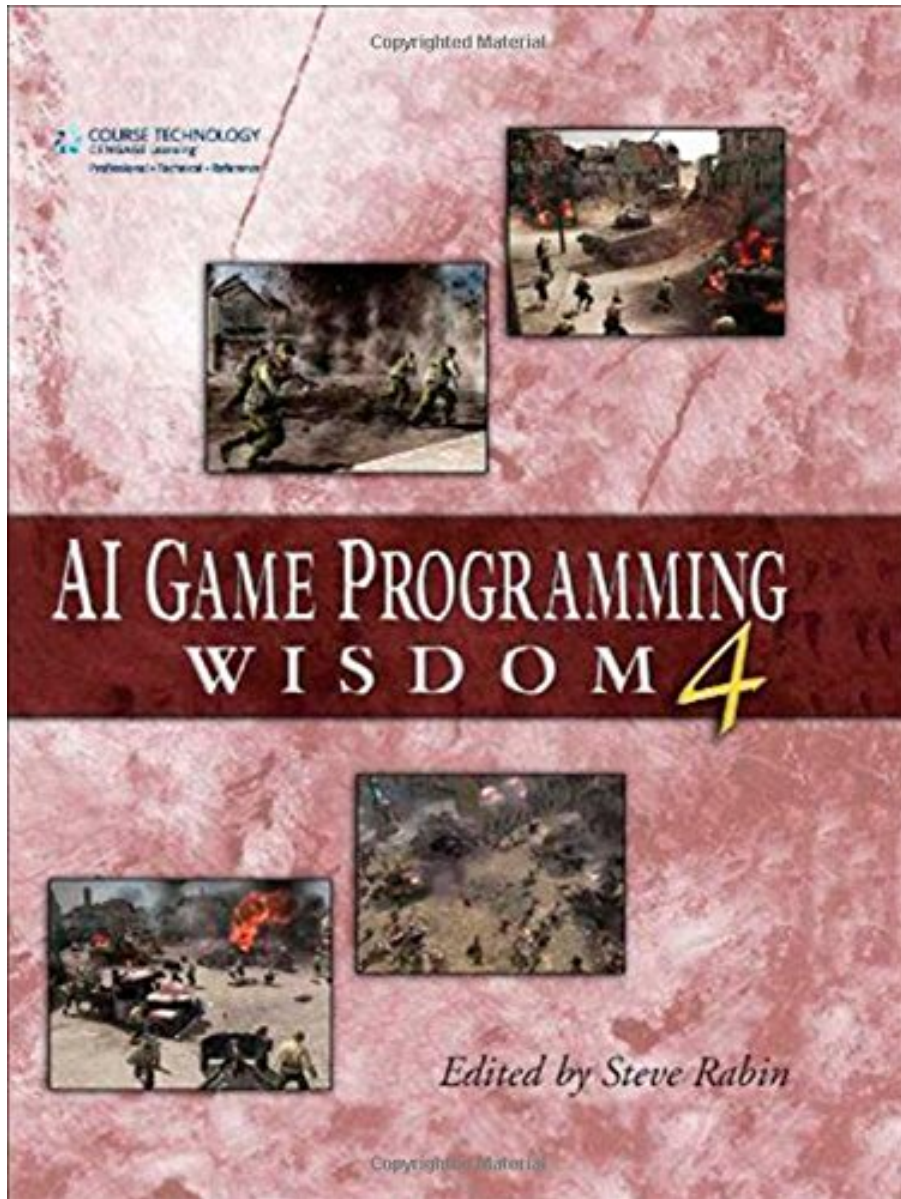


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Welcome to the latest volume of AI Game Programming Wisdom! AI Game Programming Wisdom 4 includes a collection of more than 50 new articles featuring cutting-edge techniques, algorithms, and architectures written by industry professionals for use in commercial game development. Organized into 7 sections, this comprehensive volume explores every important aspect of AI programming to help you develop and expand your own personal AI toolbox. You'll find ready-to-use ideas, algorithms, and code in all key AI areas including general wisdom, scripting and dialogue, movement and pathfinding, architecture, tactics and planning, genre specific, and learning and adaptation. New to this volume are articles on recent advances in realistic agent, squad, and vehicle movement, as well as dynamically changing terrain, as exemplified in such popular games as Company of Heroes. You'll also find information on planning as a key game architecture, as well as important new advances in learning algorithms and player modeling. AI Game Programming Wisdom 4 features coverage of multiprocessor architectures, Bayesian networks, planning architectures, conversational AI, reinforcement learning, and player modeling. These valuable and innovative insights and issues offer the possibility of new game AI experiences and will undoubtedly contribute to taking the games of tomorrow to the next level.

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This is a great reference if you're in need of architectural or conceptual advice regarding AIs. It's not "learn AI in 24 hours" type of book, the reader is assumed to possess substantial knowledge of programming, as implementations aren't usually explained - this is a good thing, because it means there's more pure knowledge inside. (There's a CD with implementations and some sources.)

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Laundry list of AI tweaks

By Scott Christensen

This book is just a list of tweaks to existing concepts such as FSMs and path finding. The more advanced concepts discussed do not have enough code examples or background info to really educate the reader. A lot of material is by academics that just want to get their names on published articles. For a field that has been hyped for 30 years and can now just barely manage to get a few soccer players to work together in a Wii game I guess we can't expect too much. Unless one is a professional game programmer, which I'm not, and contacts the authors there is almost nothing useful here.

For a basic AI overview, 'hands on ai with java' and 'programming game ai by example' are decent introductions for the programmer to the field depending on whether one prefers java or C++ programming. (most desktop 3d games are written in c++, many internet backend servers run in java).

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