



Artificial Intelligence in Video Games



Image provided by Blayne Mayfield

FEATURING

BLAYNE MAYFIELD
ASSOCIATE PROFESSOR
COMPUTER SCIENCE

The believability of computer-based players built into many video games ranges from abysmal to pretty good.

In this presentation we will examine how artificial intelligence technologies are being applied to this aspect of video games to improve the experience of human players.

APRIL 5, 6:30 P.M.
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Science Café OSU highlights interesting, relevant and current science research. No science background is assumed or required. Events are free and open to the public. Information: 405.744.2376.

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