INFO381 Autumn 2014
Literature (tentative):

General reading:

1. Lara-Cabrera, R.; Cotta, C.; Fernandez-Leiva, A.J. "A review of computational intelligence in RTS games", *Foundations of Computational Intelligence (FOCI), 2013 IEEE Symposium on*, On page(s): 114 - 121.
2. Ontanon, S.; Synnaeve, G.; Uriarte, A.; Richoux, F.; Churchill, D.; Preuss, M. "A Survey of Real-Time Strategy Game AI Research and Competition in StarCraft", *Computational Intelligence and AI in Games, IEEE Transactions on*, On page(s): 293 - 311 Volume: 5, Issue: 4, Dec. 2013

Readings on specific topics:

3. Carvalho, A., Oliveira, R.: Reinforcement learning for the soccer dribbling task. ;In In: IEEE Conference on Computational Intelligence and Games (2011), 95-101
4. Cowley, B., Charles, D., Black, M., Hickey, R.: Real-time rule-based classification of player types in computer games, User Modeling and User-Adapted Interaction, v.23 n.5, p.489-526, November 2013
5. Brooks, R. A.: A Robust Layered Control System for a Mobile Robot, *IEEE Journal of Robotics and Automation*, 2:14-23, April 1986
6. Mourato, F., Próspero dos Santos, M., Birra, F.: Automatic level generation for platform videogames using genetic algorithms. In *Proceedings of the 8th International Conference on Advances in Computer Entertainment Technology* (ACE '11), Teresa Romão, Nuno Correia, Masahiko Inami, Hirokasu Kato, Rui Prada, Tsutomu Terada, Eduardo Dias, and Teresa Chambel (Eds.). ACM, New York, NY, USA, Article 8 , 8 pages.
7. Hawkins, G., Nesbitt, K., Brown, S.: Dynamic difficulty balancing for cautious players and risk takers, International Journal of Computer Games Technology, p.3-3, January 2012
8. Larsson, J., Mänttäri, J.: Applications of Artificial Neural Networks in Games; An Overview. 2011. http://www.idt.mdh.se/kurser/ct3340/ht11/MINICONFERENCE/FinalPapers/ircse11_submission_5.pdf
9. Synnaeve, G., Bessiere, P.: A Bayesian Model for RTS units control applied to StarCraft. In: IEEE Conference on Computational Intelligence and Games (2011)