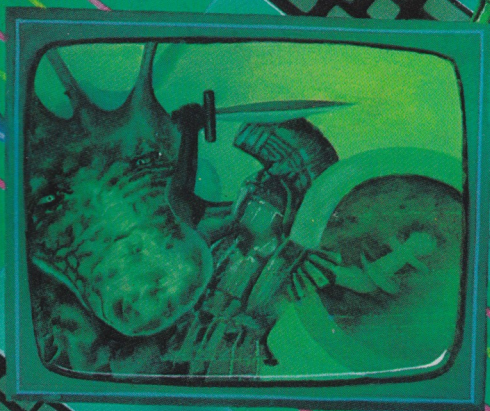


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# ARTIFICIAL INTELLIGENCE AND COMPUTER GAMES



RICHARD BARTLE  
AUTHOR OF 'MUD'



This book, by the author of MUD, the world-renowned multi user adventure game, brings together the theoretical world of artificial intelligence and the practical, commercial world of computer games. Richard Bartle shows the computer adventurer how computer games can benefit from the application of the latest software technology and AI techniques, and shows the AI world how computer games can provide a practical and demanding test-bed for AI ideas.

As well as whetting the reader's appetite for the amazing systems we shall be experiencing in the future, the book provides a fascinating insight into a fast-growing subject which poses one of the last great challenges to mankind's intellect – the mysteries of the intellect itself.

The book should appeal to all those interested in a better understanding of the design, programming or working of computer games. It will be of particular interest to all those interested in the author's application of AI techniques to MUD.



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