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## ***How Artificial Intelligence works***

Learn the concepts of Artificial Intelligence with this useful video

## ***Behavior is Brittle: Testing Game AI***

In this 2017 GDC session, Emil Johansen, Dave Mark, Sergio Ocio Barriaes and Mike Robbins present and discuss techniques for ...

## ***Modular, Reusable Social Behavior In Video Game AI***

In this 2014 GDC session, UC Santa Cruz's Michael Mateas and BBN Technologies' Bill Ferguson

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explore the implications of a ...

***Game Theory: The Science of Decision-Making*** With up to ten years in prison at stake, will Wanda rat Fred out? Game theory is looking at human interactions through the ...

***Deep Q Learning for Video Games - The Math of Intelligence #9*** We're going to replicate DeepMind's Deep Q Learning algorithm for Super Mario Bros! This bot will be able to play a bunch of ...

***Intro to Steering Behaviors in Godot part 1: Follow AI (tutorial)*** Steering **behaviors** allow you to code smooth **AI** movement using simple vector **math**. Learn what steering **behaviors** are and how ...

***Authored vs. Systemic: Finding a Balance for Combat AI in Uncharted 4*** In this 2017 GDC session, Naughty Dog's Matthew Gallant explores the development process of Uncharted 4,

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## ***Introduction to Behaviour Trees***

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## ***How "Smart" AI (Basically) Works in Games (Goal Oriented Action Planning)***

In this video, we look at how simple **AI** systems work, and how we can create "smarter" **AI** that create and execute plans.

## ***The Math Behind Neural Networks (01)***

If you've ever wondered about the **math** behind neural networks, wanted a tutorial on how neural networks work, and a lecture to ...

## ***TensorFlow & OpenAI Gym Tutorial: Behavioral Cloning!*** Slides and code

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for the tutorial here (<https://goo.gl/X4ULZc> ) and here (<https://github.com/MadcowD/tensorgym>). This lecture is ...

***Math for Game Programmers:  
Juicing Your Cameras With Math*** In this 2016 GDC session, SMU Guildhall's Squirrel Eiserloh explores the math behind a variety of camera behaviors including ...

## ***Math for Game Developers***

***Game theory challenge: Can you predict human behavior? - Lucas Husted*** Solve this classic **game** theory challenge: given integers from 0 to 100, what would the whole number closest to  $\frac{2}{3}$  of the average ...

***Steering Behaviors - Implementing The Seeking Behavior [Part 1] - Episode #23*** In this episode we will be setting up a world for our creatures (specimens) and food (edibles) to live in!

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We will wire up ...

## ***Modeling AI Perception and Awareness in Splinter Cell: Blacklist***

In this 2014 GDC talk, Ubisoft Toronto's Martin Walsh describes the AI stealth models used on Splinter Cell: Blacklist, the ...

***Pac-Man Ghost AI Explained*** Ever wondered how exactly each ghost follows Pac-Man around? It's all explained right here.

LINKS

Twitter (updates): [https ...](https://twitter.com/dave_mrk)

***[Game Algorithms] 05 - Obstacle Avoidance AI*** Welcome to a new series covering **Game Algorithms**. This series has similarities to the Video **Game Mathematics** Series, but this ...

***6.2: Steering Behaviors: Seek - The Nature of Code*** This video covers the most basic Reynolds' steering behavior: seeking a target. Read along: ...

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**[Godot Engine] Steering Behaviors  
collab with GDQuest** In this video let's  
apply some vectors algorithm in order to  
smooth an AI movement.  
Check GDquest Video about Vectors  
Math ...

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