



Inteligentne Postaci w Grach Wieloosobowych: Nauka i Motywacja

Indeks: **831023** Producent: **Springer** Kod producenta: **9783642100352**

Cena: **508.60 zł**

Opis

Motivated Reinforcement Learning: Curious Characters for Multiuser Games

Producent: Springer

- **temat:** Artificial intelligence, Human-computer interaction, Graphics programming, Image processing, Computer-aided design (CAD), COMPUTERS / Artificial Intelligence / General, COMPUTERS, Artificial Intelligence, General, COMPUTERS / Human-Computer Interaction (HCI), Human-Computer Interaction (HCI), COMPUTERS / User Interfaces, User Interfaces, COMPUTERS / Software Development & Engineering / Computer Graphics, Software Development & Engineering, Computer Graphics, COMPUTERS / Artificial Intelligence / Computer Vision & Pattern Recognition, Computer Vision & Pattern Recognition, COMPUTERS / Image Processing, Image Processing, COMPUTERS / Design, Graphics & Media / CAD-CAM, Design, Graphics & Media, CAD-CAM, User Interfaces and Human Computer Interaction, Computer Imaging, Vision, Pattern Recognition and Graphics, Computer-Aided Engineering (CAD, CAE) and Design, HC/Informatik, EDV/Informatik, HC, Informatik, EDV, Informatik, HC/Informatik, EDV/Betriebssysteme, Benutzeroberflächen, Betriebssysteme, Benutzeroberflächen, HC/Informatik, EDV/Anwendungs-Software, Anwendungs-Software, Agents;Artificial life;Cognition;Computer games;Design;Games;Learning;Motivated learning;Multiuser games;Online games;Second Life;artificial intelligence;intelligence;machine learning;modeling, Human-computer interaction, COMPUTERS / Artificial Intelligence / Computer Vision & Pattern Recognition, COMPUTERS / Artificial Intelligence / General, COMPUTERS / Design, Graphics & Media / CAD-CAM, COMPUTERS / Human-Computer Interaction (HCI), COMPUTERS / Image Processing, COMPUTERS / Software Development & Engineering / Computer Graphics, COMPUTERS / User Interfaces, Computers / Computer Vision & Pattern Recognition, Computers / Intelligence (AI) & Semantics, Computers/Artificial Intelligence - Computer Vision & Pattern Recognition, Computers/Computer Science, Computers/Design, Graphics & Media - CAD-CAM, Computers/Human-Computer Interaction (HCI), Computers/Image Processing, Computers/Software Development & Engineering - Computer Graphics, Computers/User Interfaces, Artificial intelligence, Computer-aided design (CAD), Graphics programming, Human-computer interaction, Image processing, Bildverarbeitung, Grafikprogrammierung, Human-computer interaction, Künstliche Intelligenz, Mensch-Computer-Interaktion, HC/Informatik, EDV/Anwendungs-Software, HC/Informatik, EDV/Betriebssysteme, Benutzeroberflächen, HC/Informatik, EDV/Informatik, Hardcover, Softcover / Informatik, EDV/Informatik
- **wiązący:** paperback
- **język:** english, english, english
- **waga przedmiotu:** 318 grams
- **strony:** 220
- **słowo kluczowe tematu:** Agents; Artificial life; Cognition; Computer games; Design; Games; Learning; Motivated learning; Multiuser games; Online games; Second Life; artificial intelligence; intelligence; machine learning; modeling, Agents;Artificial life;Cognition;Computer games;Design;Games;Learning;Motivated learning;Multiuser games;Online games;Second Life;artificial intelligence;intelligence;machine learning;modeling, COMPUTER, Computer/General, Germany, Non-Fiction, agents; artificial life; Cognition; computer Design; games; Motivated learning; online games;

Second Life; Artificial Intelligence; intelligence; Machine Learning; modeling

- **marka:** Springer
- **kod unspsc:** 55101500
- **kod podmiotu:** UYT, UML, UYZ, UYQ, UYZ, COM016000, COM004000, COM007000, COM079010, COM012050, COM012000, COM070000, COM016000, COM004000, COM016000, COM014000, COM007000, COM079010, COM012050, COM012000, COM070000, UYQ, UGC, UML, UYZ, UYT, 1635, 1634, 1632, 1632
- **grupa docelowa:** General/trade
- **Liczba przedmiotów:** 1
- **numer części:** 9783642100352
- **kolor:** White
- **waga opakowania przedmiotu:** 0.76 pounds
- **wydanie:** Softcover reprint of hardcover 1st ed. 2009
- **zewnętrznie przypisany identyfikator produktu:** 364210035X, 9783642100352, 09783642100352
- **producent:** Springer
- **autor:** Merrick, Kathryn E., Maher, Mary Lou
- **gatunek muzyczny:** Artificial intelligence, Human-computer interaction, Graphics programming, Image processing, Computer-aided design (CAD), COMPUTERS, Artificial Intelligence, General, COMPUTERS, Human-Computer Interaction (HCI), COMPUTERS, User Interfaces, COMPUTERS, Software Development & Engineering, Computer Graphics, COMPUTERS, Artificial Intelligence, Computer Vision & Pattern Recognition, COMPUTERS, Image Processing, COMPUTERS, Design, Graphics & Media, CAD-CAM, HC, Informatik, EDV, Informatik, HC, Informatik, EDV, Betriebssysteme, Benutzeroberflächen, HC, Informatik, EDV, Anwendungs-Software, Artificial intelligence, Human-computer interaction, Graphics programming, Image processing, Computer-aided design (CAD)
- **Data publikacji:** 2010-10-19T00:00:01Z
- **numer wydania:** 1
- **nazwa przedmiotu:** Motivated Reinforcement Learning: Curious Characters for Multiuser Games
- **data premiery:** 2010-10-19T00:00:01Z
- **data uruchomienia strony produktu:** 2012-08-07T06:08:03.718Z

Parametry

Wydanie	Softcover reprint of hardcover 1st ed. 2009
Liczba stron	220
Waga	318 gram