

# Entertainment and Computer Games

Universiteit Maastricht / IKAT  
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## Games in Maastricht

- ∞ prof. Jaap van den Herik (Search and Games)
- ∞ prof. Eric Postma (Adaptive Behavior)
- ∞ dr. Pieter Spronck (Adaptive Behavior in  
Computer Games)
- ∞ ir. Marc Ponsen (Ph.D. student)
- ∞ drs. Sander Bakkes (Ph.D. student)



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## Game AI and Entertainment

- ⌚ Game artificial intelligence (AI) controls agents (non-human players) in computer games
- ⌚ A higher quality of game AI will increase the entertainment value of computer games
  - Games can be more **challenging** (intelligent agents)
  - Games can be less **predictable** (adaptive agents)
  - Games can be more **engaging** (emotional agents)
  - Games can be more **instructive** (interactive tutorials)



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