

# TOWARDS AN APPROXIMATION OF LIFE – ARTIFICIAL INTELLIGENCE IN GAMES DEVELOPMENT

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## **Abstract**

*Within the field of games development, artificial intelligence (AI) and artificial life are used to improve the 'lifelike' qualities of characters. Today, leading edge techniques in artificial life simulation for games are beginning to contribute to the search for consciousness through speech, the construction of memory and even the ability to respond emotionally to the way games are played. Research is now starting to recognise the pedagogical value inherent in game playing theories and it is increasingly being recognised that fields such as AI and neural networks in the games development arena have potential cross-over value for educators as well. In this paper, the author will analyse and discuss some of the problems facing AI pioneers and evaluate some potential solutions to these, with a view to presenting a model for the teaching of games development and programming.*

## **Keywords**

*Creativity, Innovation, Games Development, Games Design, Games Programming, Artificial Intelligence.*

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