34th Central European Conference on Information and Intelligent Systems

PROJECT SECTION
PITCHES

PROJECT NAME:

O_HAI ④ Games – Hybrid Artificial Intelligence Methods for Computer Games

INSTITUTION:

Faculty of Organization and Informatics

PRESENTER:

Markus Schatten

20 - 22 September, 2023 / organized by Faculty of Organization and Informatics / Dubrovnik, Croatia

Objective

The project proposes to establish an new framework for the orchestration of hybrid artificial intelligence methods with a special application to computer games.
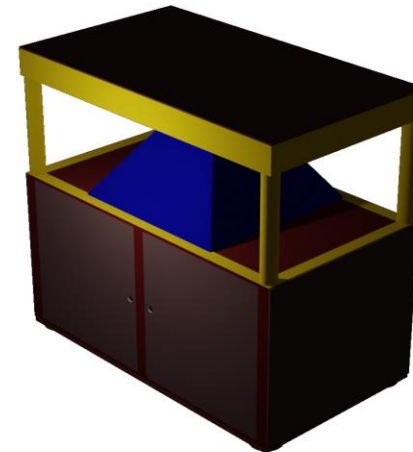
Results (so far):

- 46 scientific and professional papers published (including 24 student dissertations)
- 9 open-source software systems developed

Contact

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