# Abstract

The subject matter of the paper under consideration is reinforcement learning. Its key idea is to explore the possibilities for using reinforcement learning technologies and curriculum transfer learning method in control multiple units in StarCraft micromanagement. A review of the literature on the topic present and determine the possibilities of using curriculum transfer method for controlling multiple units. Furthermore, there are compared various reinforcement learning methods to StarCraft micromanagement scenarios. This sort of information is of value for those who develop neural network for controlling multiple units.

**Keywords:** reinforcement learning, transfer learning, curriculum learning, neural network, game AI.