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## Pesquisa Bibliográfica

Realizei a busca do tema de pesquisa definido na atividade 2 (IA em Jogos de Tabuleiro) e depois realizei a pesquisa de "IA" + "Jogos de Tabuleiro" + "Xadrez"

### String: AI E Board Games

SEARCH CRITERIA 

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Filtros de busca

Qualquer campo ▾ contém ▾ AI

E ▾ Qualquer campo ▾ contém ▾ Board Games

[+ ADICIONAR OUTRO CAMPO](#) [LIMPAR](#)

Tipo de material

Todos os itens ▾

Idioma

Qualquer idioma ▾

Data de publicação

Qualquer ano ▾



→ Qualquer campo contém AI E Qualquer campo contém Board Games

[BUSCAR](#)


Após isso, foram retornados **387 documentos**.

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0 selecionado(s) PÁGINA 1 1-10 of 387 Resultados ▾

1





ARTIGO


[ColorShapeLinks: A board game AI competition for educators and students](#)






Fachada, Nuno

ColorShapeLinks is an AI board game competition framework specially designed for students and educators in videogame development, with openness and accessibility in mind. The competition is based on an arbitrarily-sized version of the Simplexity board game, the motto of which, "simple to learn, complex to master", is curiously also applicable to AI agents. ColorShapeLinks offers graphical and text... Computers and education. Artificial intelligence, 2021, Vol.2, p.100014


“ ColorShapeLinks is an AI board game competition framework specially designed for students and educators in videogame development, with openness and accessibility in mind...”

 REVISADO POR PARES  Acesso Aberto

[Texto completo disponível](#)  >






2



ARTIGO

[Novel threat-based AI strategies that incorporate adaptive data structures for multi-player board games](#)

Polk, Spencer ; Oommen, B. John

Para tornar a pesquisa mais específica a busca, adicionei a palavra chave “Deep Reinforcement Learning” que é uma técnica para explicar as decisões dos modelos de Inteligência Artificial.

String: AI E Board Games E Deep Reinforcement Learning

SEARCH CRITERIA

Filtros de busca

Qualquer campo

contém

AI

E

Qualquer campo

contém

Board Games

E

Qualquer campo

contém

Deep Reinforcement Learning

+ ADICIONAR OUTRO CAMPO

LIMPAR

Tipo de material

Todos os itens

Idioma

Qualquer idioma

Data de publicação

Qualquer ano

Qualquer campo contém AI E Qualquer campo contém Board Games E Qualquer campo contém Deep Reinforcement Learning

BUSCAR

Após isso, foram retornados **13 documentos**.

1



ARTIGO

### Creating Pro-Level AI for a Real-Time Fighting Game Using Deep Reinforcement Learning

Oh, Inseok ; Rho, Seungeun ; Moon, Sangbin ; Son, Seongho ; Lee, Hyoil ; Chung, Jinyun

Reinforcement learning combined with deep neural networks has performed remarkably well in many genres of games recently. It has surpassed human-level performance in fixed game environments and turn-based two player board games. However, to the best of our knowledge, current research has yet to produce a result that has surpassed human-level performance in modern complex fighting games. This... IEEE transactions on games, 2022, Vol.14 (2), p.1-1

“ Reinforcement learning combined with deep neural networks has performed remarkably well in many genres of games recently...”

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2



ANAIS DE EVENTO

### Mastering Basketball With Deep Reinforcement Learning: An Integrated Curriculum Training Approach

Jia, Hangtian ; Ren, Chunxu ; Hu, Yujing ; Chen, Yingfeng ; Lv, Tangjie ; Fan, Changjie ; Tang, Hongyao ; Hao, Jianye

Despite the success of deep reinforcement learning in a variety type of games such as Board games, RTS, FPS, and MOBA games, sports games (SPG) like basketball have been seldom studied. Basketball is one of the most popular and challenging sports games due to its long-time horizon, sparse rewards, complex game rules, and multiple roles with different capabilities. Although these problems could be... Proceedings of the 19th International Conference on autonomous agents and multiagent systems, 2020, p.1872-1874

“ Despite the success of deep reinforcement learning in a variety type of games such as Board games, RTS, FPS, and MOBA games, sports games (SPG)...”

Texto completo disponível >

