Title: Character Bots

Name: Jack Carroll

T Number: T00194823

Character bots are based on artificial intelligence (AI) that adds to numerous video games so the global population can learn about the “utilisation of AI features in game based collaborative learning” which will have a positive impact on students’ attitudes towards educational games (Terzidou, 2016).

In first person shooters (FPS), the bots (AI) are programmed easily in order to carry out tasks required to succeed in an FPS. However, one main aim in programming the bots is to “design a bot in such a way that a human player would not be able to detect” that the computer is controlling an opponent. (Frank G.Glavin, 2014).

In contrast to FPS games, online bots used in Massively Multiplayer Online (MMO) games seem to cause problems to various gamers by “stealing the gamer’s personal information and causing account theft problems”. Consequently, these problems can create a “downturn in the online gaming industry. (Jin Lee, 2015).

The behaviour of an AI can be shaped in an MMO Role-Playing Game by obtaining “statistical data about them when using the game”. Many logs including user inventory logs and user (social) behaviour logs are “collected and analysed” through using social network analysis and natural language processing as these features can create an “input to the construction of agent based models of player behaviour (Markus Schatten, 2015).

# References

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