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**By Darryl Charles**

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Biologically Inspired Artificial Intelligence for Computer Games, Darryl Charles, Colin Fyfe, Daniel Livingstone and Stephen McGlinchey. IGI Publishing, Pub Date

<http://lg.dlivingstone.com/publications/>

Artificial intelligence Japan's fifth generation computer project inspired the U.S and British governments to Artificial intelligence (video games)

[http://en.wikipedia.org/wiki/Artificial\\_intelligence](http://en.wikipedia.org/wiki/Artificial_intelligence)

View Darryl Charles's professional profile on LinkedIn. Computer games lecturer and researcher. Biologically Inspired Artificial Intelligence for Computer Games

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Biologically Inspired Artificial Intelligence for Computer Games. In Biologically Inspired Artificial Intelligence for Computer Games, ed. Darryl Charles,

<http://www.igi-global.com/chapter/unsupervised-learning-artificial-neural-networks/5907>

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Unsupervised Learning in Artificial Neural Networks: Darryl Charles, Computer Science Biologically Inspired Artificial Intelligence for Computer Games

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<http://booksee.org/g/Fyfe%20C.>

Darryl Charles; Biologically Inspired Artificial Intelligence for Computer International Conference on Computer Games: Artificial Intelligence,  
<http://play2learn2play.com/research/games-publications/>  
Computer games are often played by a human player against an artificial intelligence software entity. In order to truly respond in a human-like manner, the artificia  
<http://h33t.to/torrent/02567655/idea-group-biologically-inspired-artificial-intelligence-for-computer-games-dec-2007-pdf>

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