Artificial Intelligence in Games

Topic: We welcome applications of PhD studentships in the domain of **Artificial Intelligence (AI) in Games**. Possible research topics include general AI game play, the generation of believable and socially focussed NPC behaviour, procedural generation of game content, and other applications of various AI techniques to play, generate or enhance games. Of particular interest are principled approaches that utilize **intrinsic motivation** models to drive behaviour generation or the evaluation of content. Games can be seen both as a possible application domain, but also as a versatile test bed to study the principles that drive intelligent behaviour and social interaction. We encourage the exploration of various AI techniques to generate, enhance or play games or game aspects that have not previously been addressed by AI.

Background: Applicants should have a background in computer science or a similar field, should have strong background in at least one programming language. Interest in games or a background in game design is a plus. A background or knowledge about existing AI techniques, both classical and modern, is highly desirable. The interdisciplinary nature of the project might make explorations into both formal methods and humanities literature necessary, and applicants should feel comfortable with both, have an open mind, and be curios in exploring a quickly developing field.

For a better idea of possible topics, applicants are encouraged to look at previous work *by* **Dr. Christoph Salge** and are encouraged to contact him prior to making an application to discuss topic ideas or inquire about further information

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