



Multi-Agent Systems for Education and Interactive Entertainment: Design, Use and Experience

Martin Beer

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The increased sophistication of the multi-agent software now becoming available is allowing much more sophisticated learning scenarios to be attempted. This has caused interest in the role of artificial intelligence in interactive systems to grow in recent years. Increasingly powerful consumer hardware makes research-level AI usable in real-world games and/or immersive learning environments.

Multi-Agent Systems for Education and Interactive Entertainment: Design, Use and Experience

presents readers with a rich collection of ideas from researchers who are exploring the complex tradeoffs that must be made in designing agent systems for education and interactive entertainment. This book aims to provide a mixture of relevant theoretical and practical understanding of the use of multi-agent systems in educational and entertainment research, together with practical examples of the use of such systems in real application scenarios.

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