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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 artificial intelligence in games must be adaptive, or respond as a human player would as he/she learns to play a game.

Biologically Inspired Artificial Intelligence for Computer Games reviews several strands of modern artificial intelligence, including supervised and unsupervised artificial neural networks; evolutionary algorithms; artificial immune systems, swarms, and shows using case studies for each to display how they may be applied to computer games. This book spans the divide which currently exists between the academic research community working with advanced artificial intelligence techniques and the games programming community which must create and release new, robust, and interesting games on strict deadlines, thereby creating an invaluable collection supporting both technological research and the gaming industry.