



BÖLÜM 5

Artificial Intelligence in Games: Chess, Checkers, Go, Domino and Starcraft

Sümeyye ÇELİK¹
Melike ŞİŞECİ ÇEŞMELİ²
İhsan PENÇE³

1. INTRODUCTION

Intelligence can be expressed as a set of skills that enable decision-making in a situation. Decision-making is a difficult action and many situations can affect decision-making. As a result of a decision taken, an existing problem may be solved or a new problem may arise. For this reason, it is important to make the right decision. For this, it is necessary to create an infrastructure. Just like the decision of a living thing, the ability to make decisions has been tried to be formed in inanimate beings as well. These studies are also called artificial intelligence in the most general definition. Artificial intelligence aims to give inanimate systems the ability to make decisions. Artificial intelligence has a wide field that includes too many sub-titles. One of these areas is game artificial intelligence. Game artificial intelligence is among the subjects that have been studied since the 1950s. Artificial intelligence in games means that artificial intelligence specializes in games. Game artificial intelligence can be expressed as the application

¹ Adana Alparslan Türkeş Science and Technology University, Adana, Turkey

² Burdur Mehmet Akif Ersoy University, Bucak Faculty of Technology, Burdur, Turkey

³ Burdur Mehmet Akif Ersoy University, Bucak Faculty of Technology, Burdur, Turkey

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