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The two books I currently recommend to students are: Artificial Intelligence for Games: Ian Millington, John Funge: 9780123747310: Amazon.com: Books and Programming Game AI By Example (Wordware Game Developers Library): Mat Buckland: 9781556220... industry, with seven published titles. He was the technical editor for Introduction to Game AI and Behavioral Mathematics for Game AI, and a section editor for AI Game Programming Wisdom 4. He has taught classes on game development and game AI at Harvard University, Boston University, and Worcester Polytechnic Institute.

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