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Drawing from classical game theory, "Behavioral Mathematics for Game AI" covers both the psychological foundations of human decisions and the mathematical modeling techniques that AI designers and programmers can use to replicate them.

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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.

Behavioral Mathematics for Game AI - Cengage Learning PTR
Well, the cover for my book "Behavioral Mathematics for Game AI" is finally uploaded to Amazon (and I assume other retailers as well). It was odd having that mysterious question mark there for so long. But I suppose when the book is on sale before you have even finished writing it, that's the price you pay.

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Intensive Study in Behavioral Mathematics in Artificial ...
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