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Better Research Through Starcraft At MUN

August 24, 2017 | 5:50 am

Image courtesy Blizzard.

A faculty member with Memorial University's Computer Science department has been researching artificial intelligence through the use of a popular video game.

David Churchill has spent the summer working on a collaboration with Google's DeepMind and Blizzard, helping to create an AI system for the real-time strategy game Starcraft 2.

Churchill says MUN has introduced a new focus on similar technology. He says many students are drawn by both video games and artificial intelligence.

Churchill says that after recent successes teaching AI chess and go, more complex games like Starcraft are the next step in building a better system with more real-world applications.