عنوان فارسی مقاله:
روش های هوش مصنوعی برای تولید و ارزیابی رفتار قابل باور شبه انسانی در شخصیت های مجازی

عنوان انگلیسی مقاله:
Artificial Intelligence approaches for the generation and assessment of believable human-like behaviour in virtual characters

توجه!
این فایل تنها قسمتی از ترجمه میباشد. برای تهیه مقاله ترجمه شده کامل با فرمت ورد (قابل ویرایش) همراه با نسخه انگلیسی مقاله، اینجا کلیک کنید.
6. Discussion

As we have shown, three different approaches were designed and compared using two different measurements methods. We can observe that although ANN approach obtains better results in First-person experimentation, in general, cognitive approach CCBotSOAR is the best option. In Fig. 8 we compare the results of the two assessment methods for the three bots. Consistently the First-person method offers a higher humanness ratio for all bots. Applying the Student's T-test for the paired samples corresponding to the two assessment methods we obtain a $P = 0.038 < 0.05$, thus confirming that we cannot consider the First-person and Third-person methods as equivalent.

While the bot solely based in the CERA–CRANIUM architecture lacks any learning or long-term adaptation mechanism, the two bots with better results implement different mechanism of adaptation. We believe the reason why these two bots have similar performance in terms of believability lies in the learning/adaptation mechanisms.