

Developing Computer Go

Go, a classic two-player board game, has replaced chess as the new focus of research for artificial intelligence in games. Masters bursaries are available for a project to develop a competitive computer Go player at Stellenbosch University. Potential PhD students are also encouraged to apply.

Although they would be useful, knowledge of machine learning/artificial intelligence techniques and skill in the game of Go are not necessary. However, applicants should be good programmers, and preferably have some background in mathematics and statistics. Applicants require an Honours or 4-year degree in a suitable field (e.g. Computer Science, Statistics, Applied Maths, Electrical Engineering).

For more details, contact Steve Kroon at kroon@sun.ac.za .