

ViZDoom: A Doom-based AI research platform for visual

DOI: [10.1109/cig.2016.7860433](https://doi.org/10.1109/cig.2016.7860433)

Citation Report

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1	CRNN: A Joint Neural Network for Redundancy Detection. SSRN Electronic Journal, 2016, , .	0.4	3
2	Deep Q-learning using redundant outputs in visual doom. , 2016, , .		2
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7	Learning the patterns of balance in a multi-player shooter game. , 2017, , .		12
8	Towards Playing a 3D First-Person Shooter Game Using a Classification Deep Neural Network Architecture. , 2017, , .		7
9	Autoencoder-augmented neuroevolution for visual doom playing. , 2017, , .		30
10	Visual Semantic Planning Using Deep Successor Representations. , 2017, , .		77
11	Learning to play visual doom using model-free episodic control. , 2017, , .		5
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14	Learning to Play <i>Othello</i> With Deep Neural Networks. IEEE Transactions on Games, 2018, 10, 354-364.	1.2	12
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