

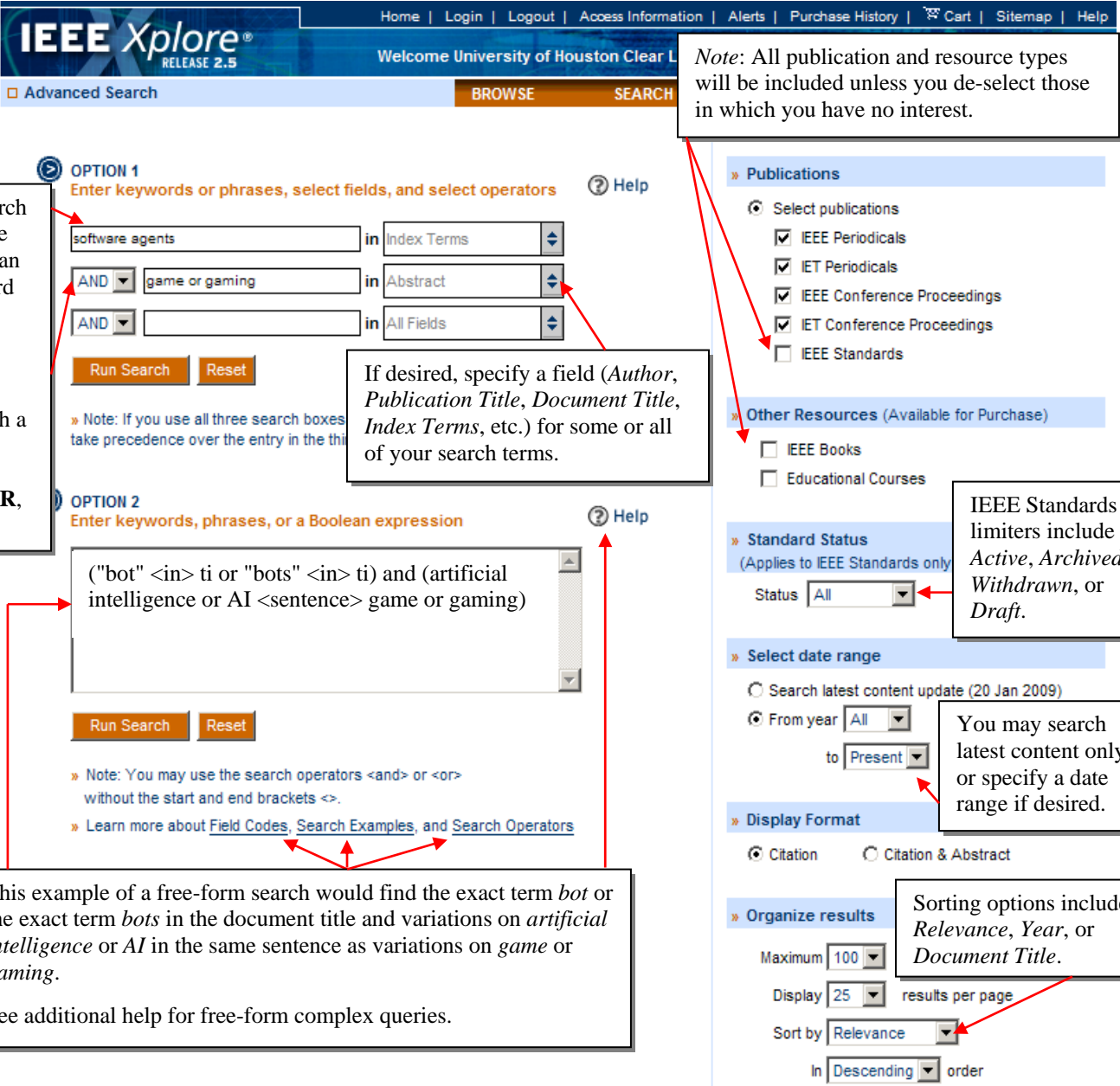
IEEE/IET Electronic Library Online (IEL)

The **Institute of Electrical and Electronics Engineers/Institution of Engineering and Technology Electronic Library Online** provides full-text access to all of the journals, magazines, transactions, and conference proceedings from those organizations (1988 to present; selected content back to 1950) as well as IEEE standards. Content generally is available as soon as the print journal, magazine, or transaction publication appears. Some articles may appear prior to print publication, and conference proceedings are included 30-60 days following print publication.

STARTING & SEARCHING IEEE/IET ELECTRONIC LIBRARY ONLINE

From the library's World Wide Web homepage (<http://www.uhcl.edu/library>), click on **Databases A-Z**. In the alphabetical list of databases by name, click on the **IEEE/IET Electronic Library Online** hyperlink.

Advanced Search, which offers either structured or free-form searching, is the default search method. See sample search form below.



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Advanced Search | BROWSE | SEARCH

OPTION 1
Enter keywords or phrases, select fields, and select operators

software agents in Index Terms

AND game or gaming in Abstract

AND in All Fields

Run Search Reset

Note: If you use all three search boxes take precedence over the entry in the third box.

OPTION 2
Enter keywords, phrases, or a Boolean expression

("bot" <in> ti or "bots" <in> ti) and (artificial intelligence or AI <sentence> game or gaming)

Run Search Reset

Note: You may use the search operators <and> or <or> without the start and end brackets <>.

Learn more about [Field Codes](#), [Search Examples](#), and [Search Operators](#)

Note: All publication and resource types will be included unless you de-select those in which you have no interest.

Publications

- Select publications
 - IEEE Periodicals
 - IET Periodicals
 - IEEE Conference Proceedings
 - IET Conference Proceedings
 - IEEE Standards

Other Resources (Available for Purchase)

- IEEE Books
- Educational Courses

Standard Status (Applies to IEEE Standards only)

Status: All

IEEE Standards limiters include Active, Archived, Withdrawn, or Draft.

Select date range

- Search latest content update (20 Jan 2009)
- From year: All to Present

You may search latest content only or specify a date range if desired.

Display Format

- Citation
- Citation & Abstract

Organize results

Maximum: 100

Display: 25 results per page

Sort by: Relevance

In: Descending order

Sorting options include Relevance, Year, or Document Title.

Enter search terms (use quotes if an exact word match is needed). Connect multiple terms with a Boolean operator (AND, OR, NOT).

If desired, specify a field (Author, Publication Title, Document Title, Index Terms, etc.) for some or all of your search terms.

This example of a free-form search would find the exact term *bot* or the exact term *bots* in the document title and variations on *artificial intelligence* or *AI* in the same sentence as variations on *game* or *gaming*.

See additional help for free-form complex queries.

Tips: Enter Boolean operators, proximity operators, or truncation symbols directly into the search box. Brackets are not required for **AND** and **OR**.

and	linux and servers	narrows the results by finding both terms in the same record
or	artificial intelligence or AI	broadens the results by finding either or both terms
<not>	C++ <not> C	narrows the results by finding records only with C++ and excluding those with C
<near/n>	“fuzzy” <near/3> control	finds the exact term <i>fuzzy</i> within 3 words of <i>control</i> (or <i>controller</i> , <i>controls</i> , etc.)
?	fib??	single-character wildcard (finds <i>fiber</i> or <i>fibre</i>)
*	*optic	multi-character wildcard (finds <i>fiberoptic</i> , <i>magneto optic</i> , <i>optic</i> , etc.)

VIEWING & WORKING WITH RECORDS

Search Results | BROWSE | SEARCH | IEEE XPLORE GUIDE | SUPPORT

Results for "((software agents)<in>de) <and> ((game or gaming)<in>ab)"
 Your search matched 164 of 1965767 documents.
 A maximum of 100 results are displayed, 25 to a page, sorted by Relevance in Descending order.

Modify Search
 ((software agents)<in>de) <and> ((game or gaming)<in>ab) **Search**
 Check to search only within this results set
 Display Format: Citation Citation & Abstract

Key
 IEEE JNL: IEEE Journal or Magazine
 IET JNL: IET Journal or Magazine
 IEEE CNF: IEEE Conference Proceeding
 IET CNF: IET Conference Proceeding
 IEEE STD: IEEE Standard

1. Behavioral software agents for real-time games
 Kenyon, S.H.; [Potentials, IEEE](#)
 Volume 25, [Issue 4](#), July-Aug. 2006 Page(s):19 - 25
 Digital Object Identifier 10.1109/MP.2006.1664065
[AbstractPlus](#) | Full Text: [PDF\(2383 KB\)](#) IEEE JNL
[Rights and Permissions](#)

2. Equilibria, prudent Compromises, and the "Waiting" game
 Kwang Mong Sim; [Systems, Man, and Cybernetics, Part B, IEEE Transactions on](#)
 Volume 35, [Issue 4](#), Aug. 2005 Page(s):712 - 724
 Digital Object Identifier 10.1109/TSMCB.2005.845395
[AbstractPlus](#) | [References](#) | Full Text: [PDF\(397 KB\)](#) IEEE JNL
[Rights and Permissions](#)

3. Intelligent agents for negotiations in market
 Krishna, V.; Ramesh, V.C.; [Power Systems, IEEE Transactions on](#)
 Volume 13, [Issue 3](#), Aug. 1998 Page(s):1103 - 1108
 Digital Object Identifier 10.1109/59.709106
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