

chess

Number of participants: 60



Consider a chess playing program.

1. What sort of agent would it need to be?

23 correct answers
out of 56 respondents

Simple Reflex Agent	7%	4 votes
Model-based Reflex Agent	9%	5 votes
Goal-based Agent	14%	8 votes
Utility-based Agent	18%	10 votes
Learning Agent	11%	6 votes
✓ All types possible	41%	23 votes