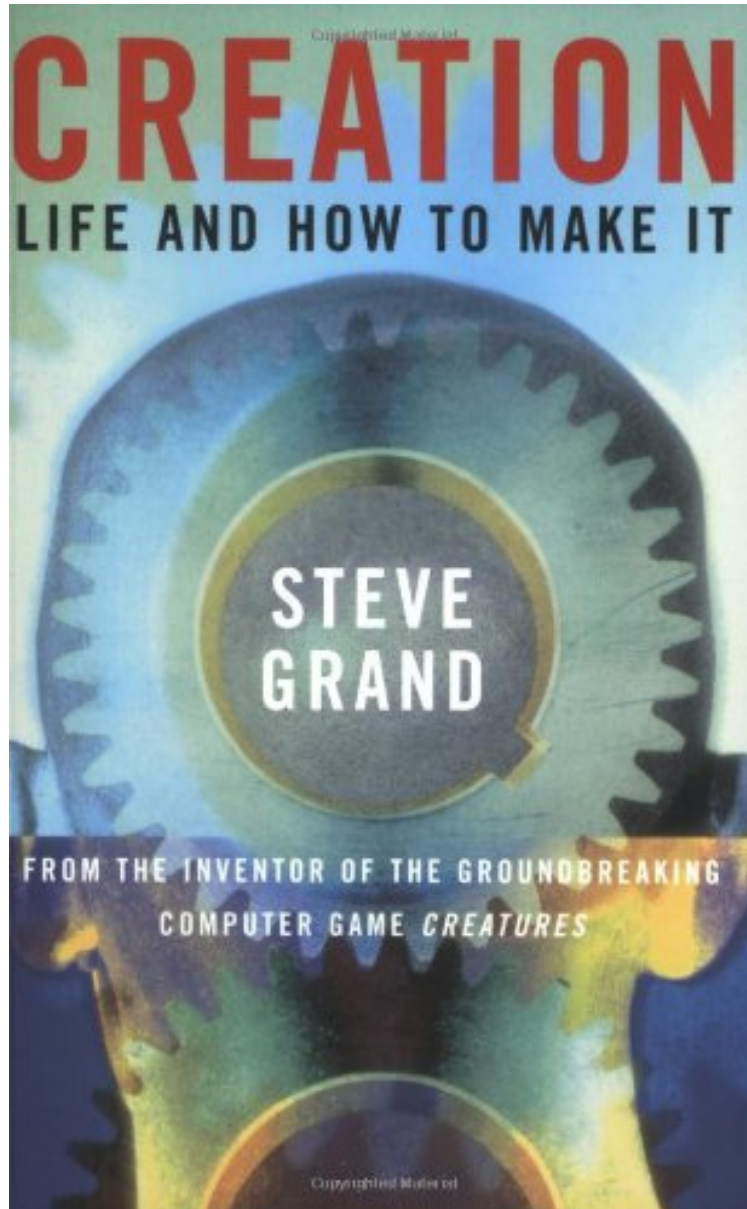


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Creation: Life and How to Make it

Steve Grand

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Steve Grand : Creation: Life and How to Make it before purchasing it in order to gage whether or not it would be worth my time, and all praised Creation: Life and How to Make it:

13 of 13 people found the following review helpful. Best digital biology/artificial life book I've seen yet.By asceticThis book is fantastic. I wasn't really sure what to expect when I got it, but was pleasantly surprised. Before this

I read 'Digital Biology' by Peter Bentley, and this book was much more interesting. No, they don't cover exactly the same subject matter, and Bentley's book covers a broader range of subjects, but if you're looking at both of them, I think this is a better intro to artificial life and digital biology. Grand is obviously a great programmer and scientist, and he's an excellent writer to boot. I've never played Creatures (in fact, I'd never even heard of it before reading this book) but now I really want to get my hands on a copy to try it out. I can hardly wait for his next book about his current project.

1 of 1 people found the following review helpful. Philosophy behind A-Life - Amazing
By Customer
As a computer science student who played in his childhood with Creatures, I found the book fascinating. This book changed radically my understanding of life. It even motivated me to write my own A-Life software. This book is a must-read for anyone interested in the field.

0 of 0 people found the following review helpful. Interesting concepts
By M. K. Love
Steve Grand's introduction to artificial life for the non-scientist is nothing if not an interesting read. While he may go out on an intellectual limb from time to time, he does put forth a convincing, and somewhat radical, definition of what constitutes life. I was quite impressed with his approach to creating a synthetic life form. Rather than just attempting to animate a cartoon with a limited repertoire of behaviors, he practically starts at the sub-atomic level. From there he builds his creatures molecule by molecule, system by system until he has a credible model of what an artificial living being might be like. This guy is thorough! My only disappointment was that he expended this amount of well directed thought and work to create "creatures" that look like they were designed for a kids' Saturday morning cartoon. They could have been so much cooler...

Mankind now has within its grasp the power to synthesize true artificial life, playing out Dr Frankenstein's dream in both cyberspace and the real world. In this book, Steve Grand, a leading exponent of artificial life, provides the first authoritative and comprehensive tour of the frontiers of this burgeoning new creation. He surveys what has been achieved so far and looks at future possibilities for generating autonomous, intelligent, even conscious living things. The fundamental questions he tackles range widely: what is life? What should the minds, brains and bodies of these new life forms be like? What philosophical guidelines and computational frameworks are necessary? At the heart of this brilliantly accessible and thought-provoking book is the author's unique imaginative vision - a vision based on his experience of making some of the most advanced artificial life currently available.

About the Author
Steve Grand was cofounder and director of technology at the UK-based CyberLife Technology. He left last year to start up Cyberlife Research, where he is attempting to build the world's first conscious machine. He is the inventor of the groundbreaking computer game 'Creatures'. A former visiting research fellow at the University of Sussex and columnist for a leading journal on artificial intelligence, he has written numerous articles and lectures widely on the topic of artificial life. He was nominated by The Sunday Times as one of 'The Brains Behind the 21st Century', and received a CBE in the millennium honours list for his contribution to the computer games industry.