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The Dartmouth workshop was the moment that AI gained its name, its mission, its first successes and its major players, and is widely considered the birth of AI.

History of artificial intelligence - Wikipedia

en.wikipedia.org/wiki/History_of_artificial_intelligence

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A brief history of Artificial Intelligence in Video Games

business.novatech.co.uk/blog/artificial-intelligence-in-video-games

Space Invaders, 1978, was one of the first games to make use of this and kickstarted the evolution of AI in gaming. In 1980, Pac-Man also hit the arcades, bringing AI into a complex maze game, allowing the colourful characters involved to exhibit different personality traits.

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