COGNITIVECODE®

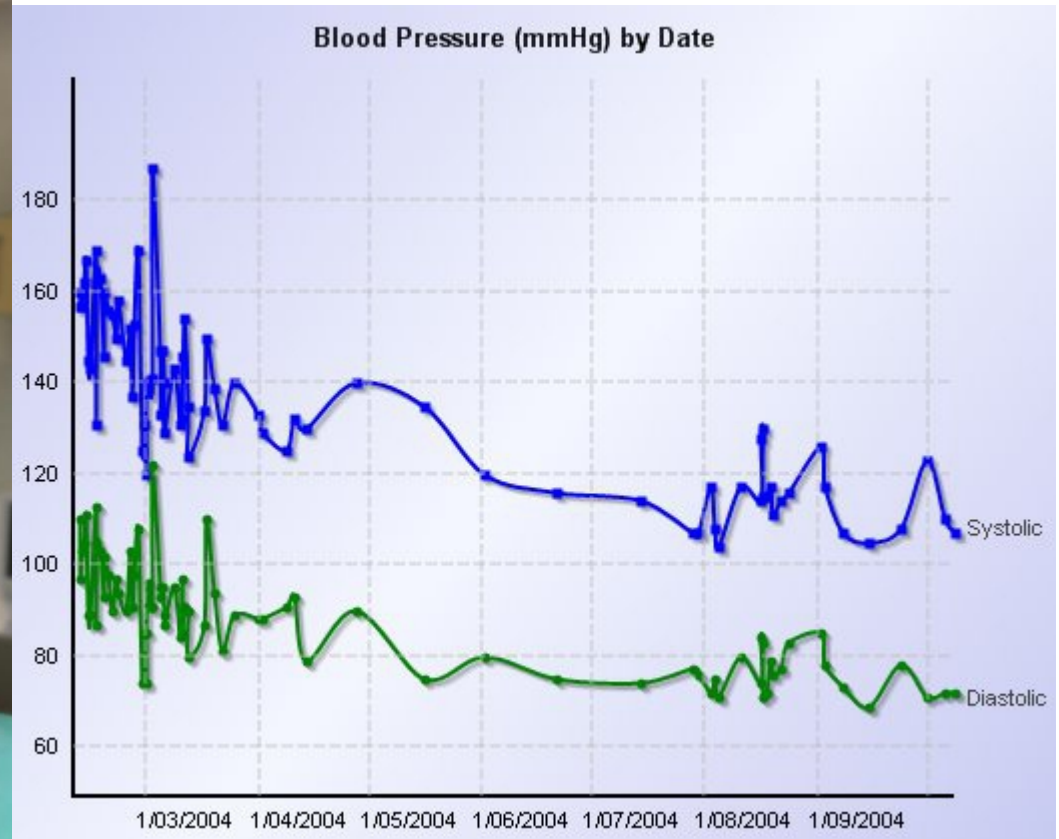# *CONVERSATIONAL INTERACTION*

IN VIDEO GAMES

Leslie Spring, CEO and Founder

Typical AI/Bot Targets: *Training*

Typical AI/Bot Targets: Healthcare

Typical AI/Bot Targets: *Assistants*

TYPICAL AI/BOT SOLUTIONS

. SERVER/CLOUD BASED

. LIMITED USER EXPERIENCE

. DECLARATIVE PROGRAMMING

. STATELESS ARCHITECTURE

KEY STEP:
Embedded "Edge" AI Engine

LEADS TO: Video Games, VR, Toys

TODAY'S REALITY

Disembodied Voices with Limited Engagement

NEEDED FOR GAMING

*Engaging
Science Fiction-like
Experiences*

USER EXPERIENCE EXCEEDS EXPECTATIONS

AI as an AVATAR

AI as an AVATAR

- **Visual Presence**

- **"Standard" TTS Technologies**

- **Procedural Animation**

- **Character as an Artificial Intelligence**

AI as a GAME CHARACTER

AI as a GAME CHARACTER

- **Visual Presence**

- **Custom Voice Technologies**

- **Embedded in a Procedural World**

- **Character as an Artificial Intelligence**

LIVE DEMO

AI as a VIRTUAL FRIEND

- **Visual Presence**

- **Custom Voice Technologies**

- **Proactive and Engaging**

- **Character as a Virtual Person**

TECHNOLOGIES FOR AI IN GAMES

- **Platform (Content IDE, API, Portable Engine)**

- **Customizable Voice Output Solution**

- **Procedural Character Animation**

- **AI/Game Engine Bridge**

- **Game Integration Tools**

WHAT IS THE DEV PIPELINE?

- **Experience Design**

- **Content (AI Behavior) Development**

- **Voice Data Generation and Capture**

- **Scripted Game Logic and Animation Hooks**

- **Iterative Testing and Development**

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