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 FALLS SHORT OF EXPECTATIONS
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
cognitivecode.com