

Belief Update Using Graphs

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About the Talk

Since the first days of digital games, developers have concentrated on realistic graphical and technical effects to increase the player's awareness. Ever since games have become more and more complex until today's next generation titles, which immerse the audience into a movie-like three dimensional game world, where computer controlled characters behave almost like real humans. Development budgets for such titles easily exceed 10 to 15 million U.S. dollars. Large amounts of these budgets are spent on the innovative technologies behind the graphical effects. These efforts are intended to provide the player a realistic behaving and vivid world. Therefore, the development and implementation of several AI approaches in digital games is one of the key technologies. This talk will focus the phrase "game AI," which covers a collection of programming and design approaches that have to be adjusted for the game developers needs. Therefore the beginnings and the recent approaches regarding game AI will be depicted as a first step. Furthermore the talk will highlight a possible future fundamental change of game AI. Last but not least some possible links between game development and academia research efforts in the field of AI will be highlighted.

About the Author

Florian Stadlbauer is founder and the Executive Director of the DECK13 Interactive GmbH. DECK13 is one of the leading German game studio and developer of the titles "Ankh" and "Jack Keane" which received a tremendous amount of peer and critical acclaim, including several awards from German Video Game Developer Awards 2005 and 2007. Dr. Stadlbauer studied business administration in Frankfurt and Munich and did his Ph.D. at the Institute for Information Systems and New Media in Munich as well as at York University's Schulich School of Business in Toronto.