

Context Please

Dave Mark – Intrinsic Algorithm



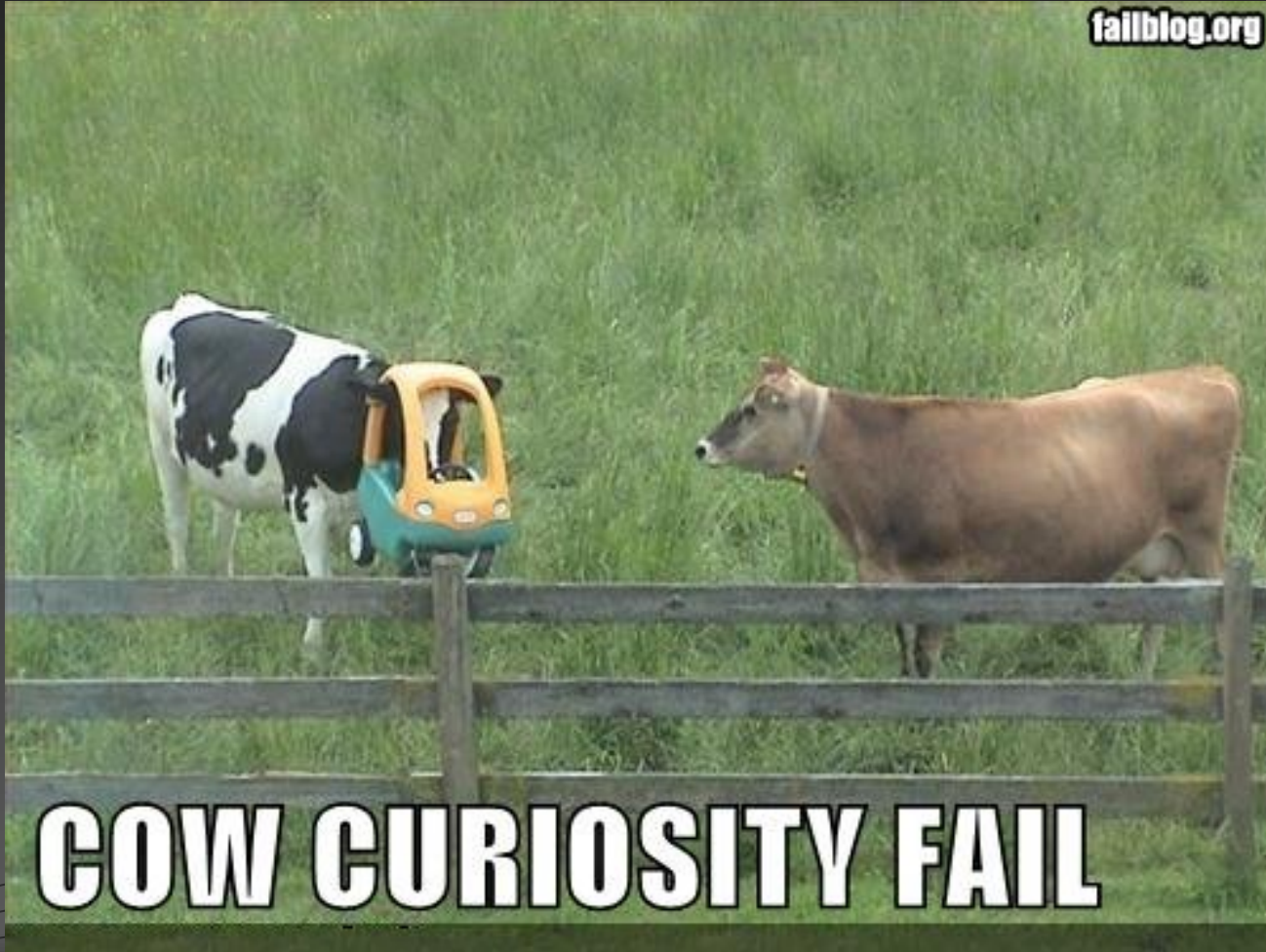
thepoke.co.uk











COW CURIOSITY FAIL

“Reducing the world to mathematical equations!”

Context Matters



Context Matters



“Reducing the world to mathematical equations!”

Context Matters



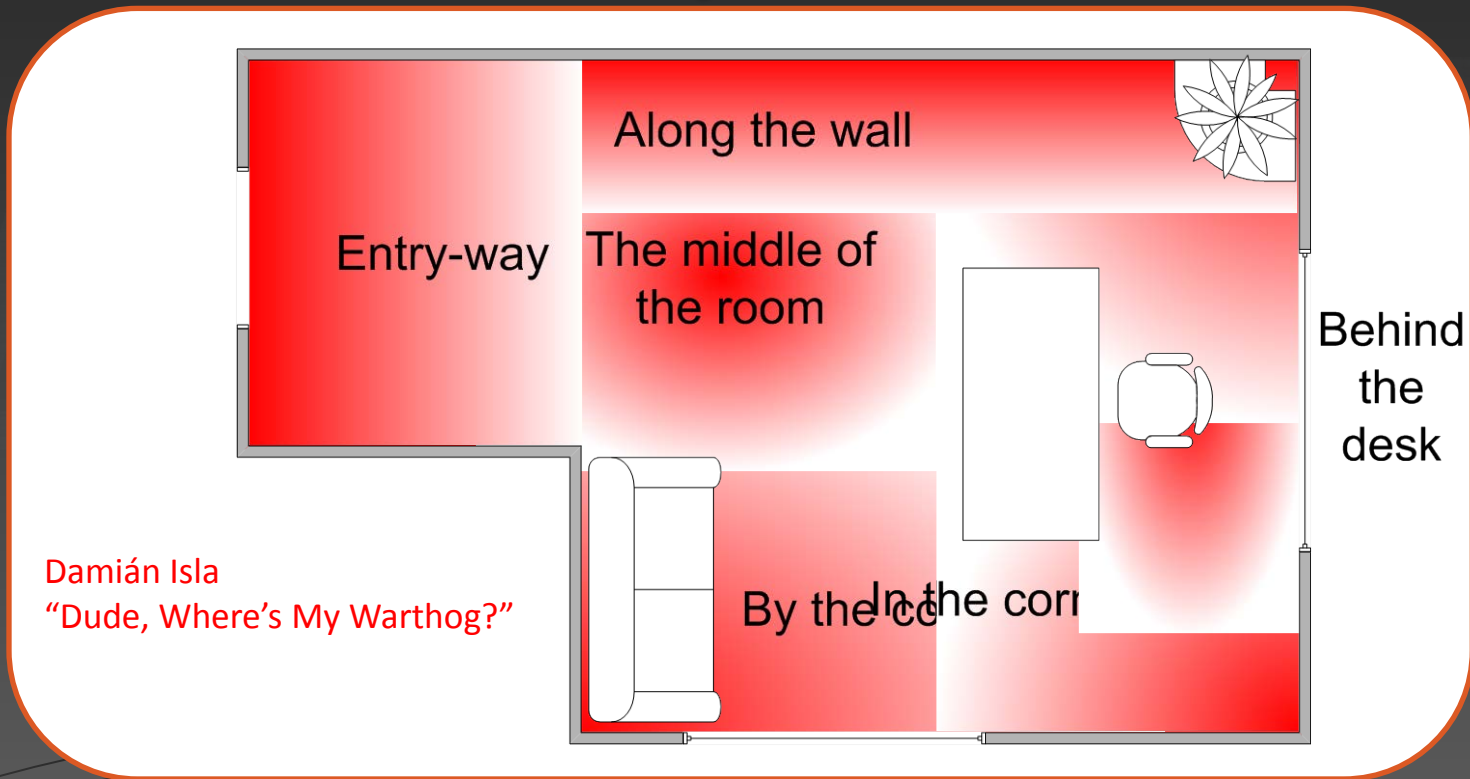
failblog.org

Something should *not* be there...



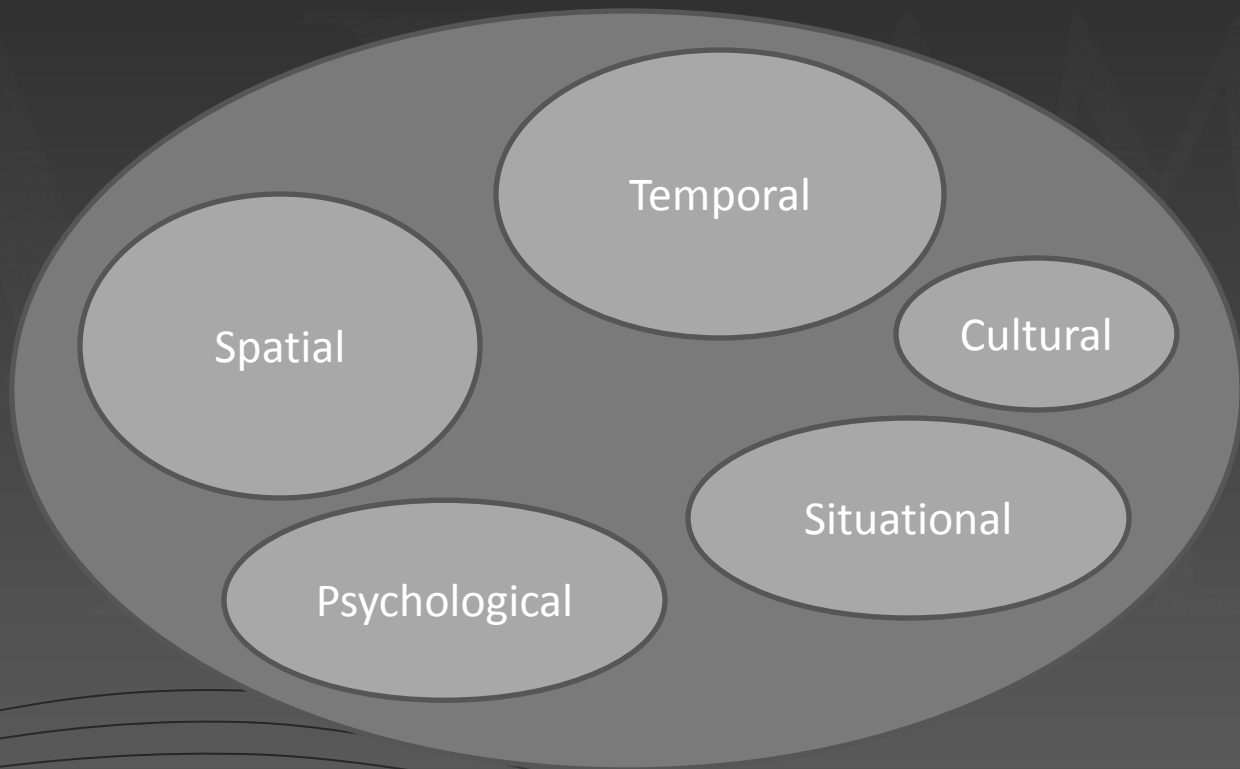
“Reducing the world to mathematical equations!”

"All behavior is spatial." – Damián Isla



"Reducing the world to mathematical equations!"

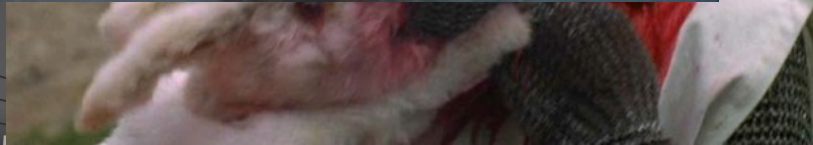
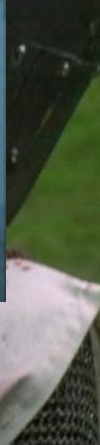
All behavior is *contextual*...

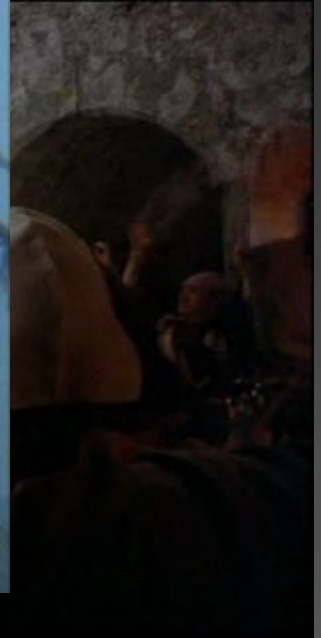


“Reducing the world to mathematical equations!”











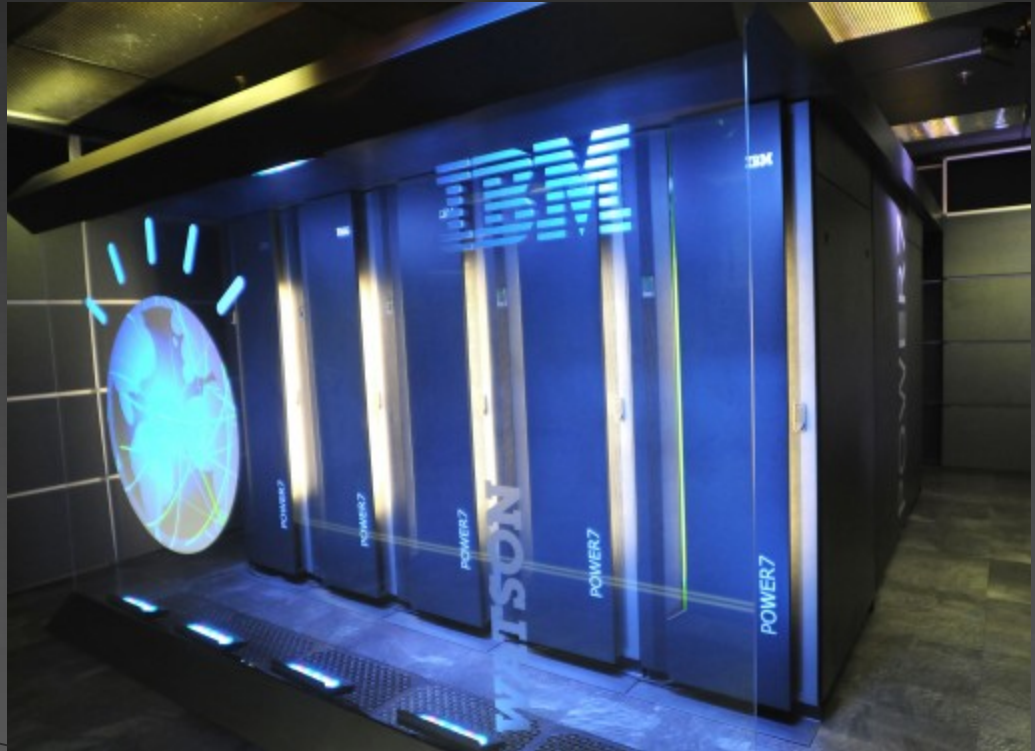
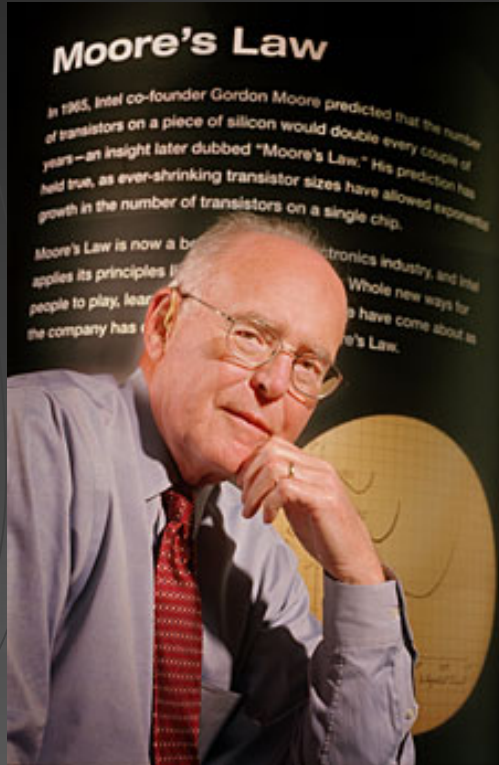




"Reducing the world to mathematical equations!"



It might take a *little* more processor time...



... but the logical outcome will be worth it!



Communication is still an issue...



Even people have a problem with that...



“Reducing the world to mathematical equations!”

Yellow Submarine

- Player exists in the world
- Make world really cool so player feels like he's living in the world
- Make NPCs really cool so player feels like he's engaging with them
- Make NPCs pants-on-head retarded about the world







**Our players live
in our game world.**

**So should our
game characters.**

