XEODesign

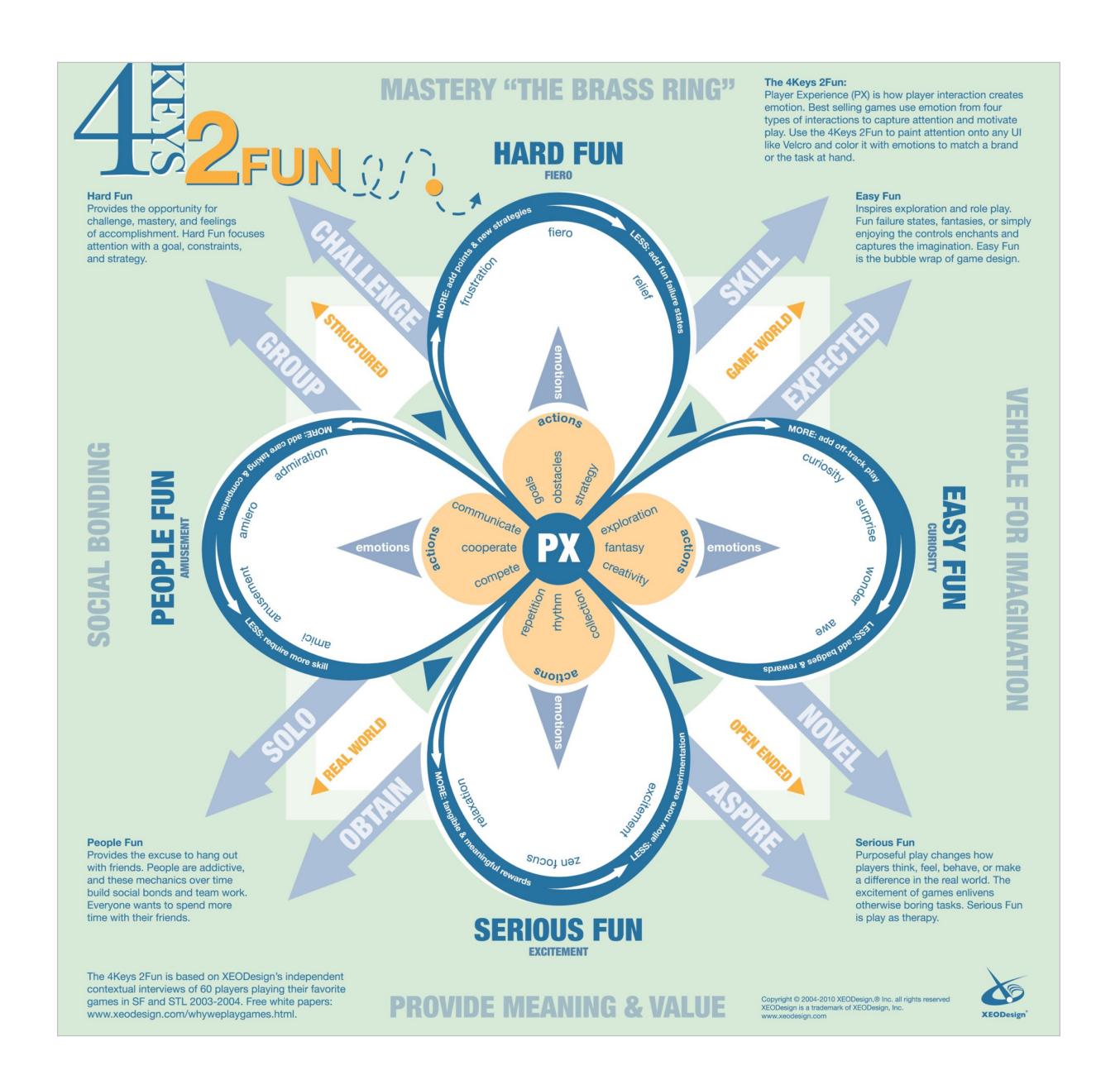
Nicole Lazzaro

GDC Al Summit, San Francisco

RANT: Self-Driving Cars and Games

March 18, 2019 v1





4 Keys to Fun



Emotion Engine











Self Driving Cars Misses the Point

Problem to Solve is Not This Either



It's This





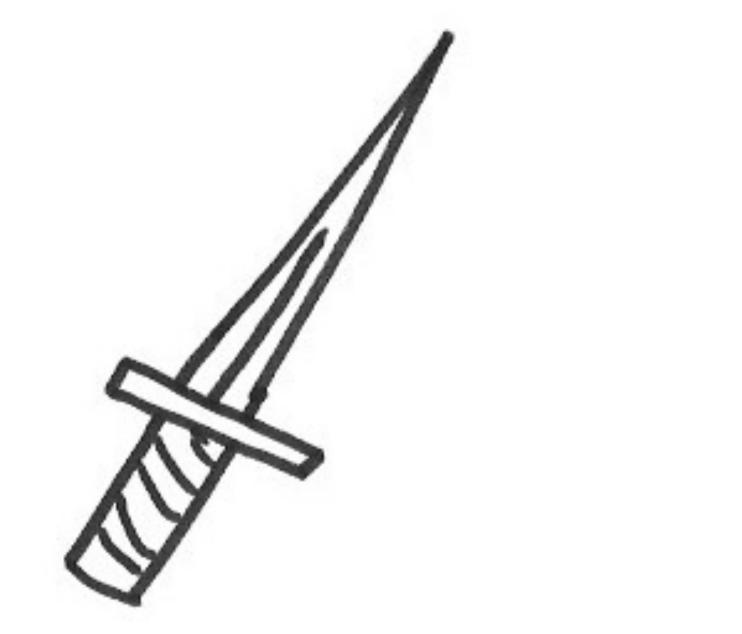




Actions Thoughts Feelings

PTS Problem to Solve Is Not This Either

Threat of life just one emotion







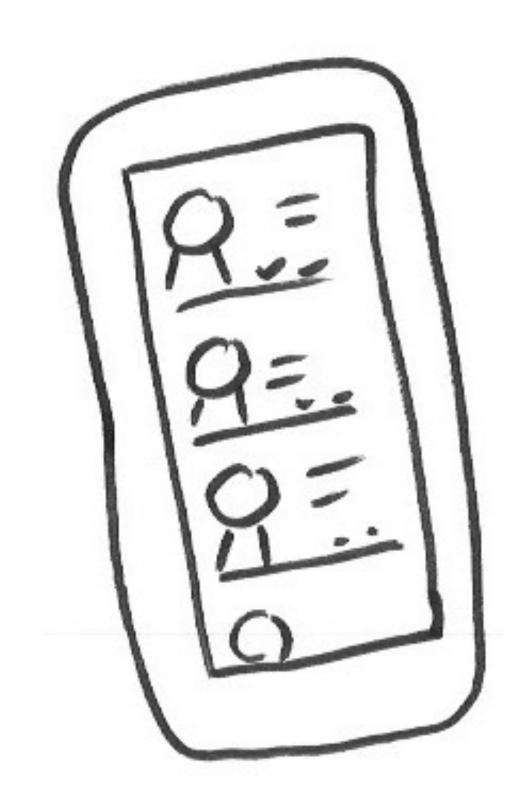
It's This







Narrative Al



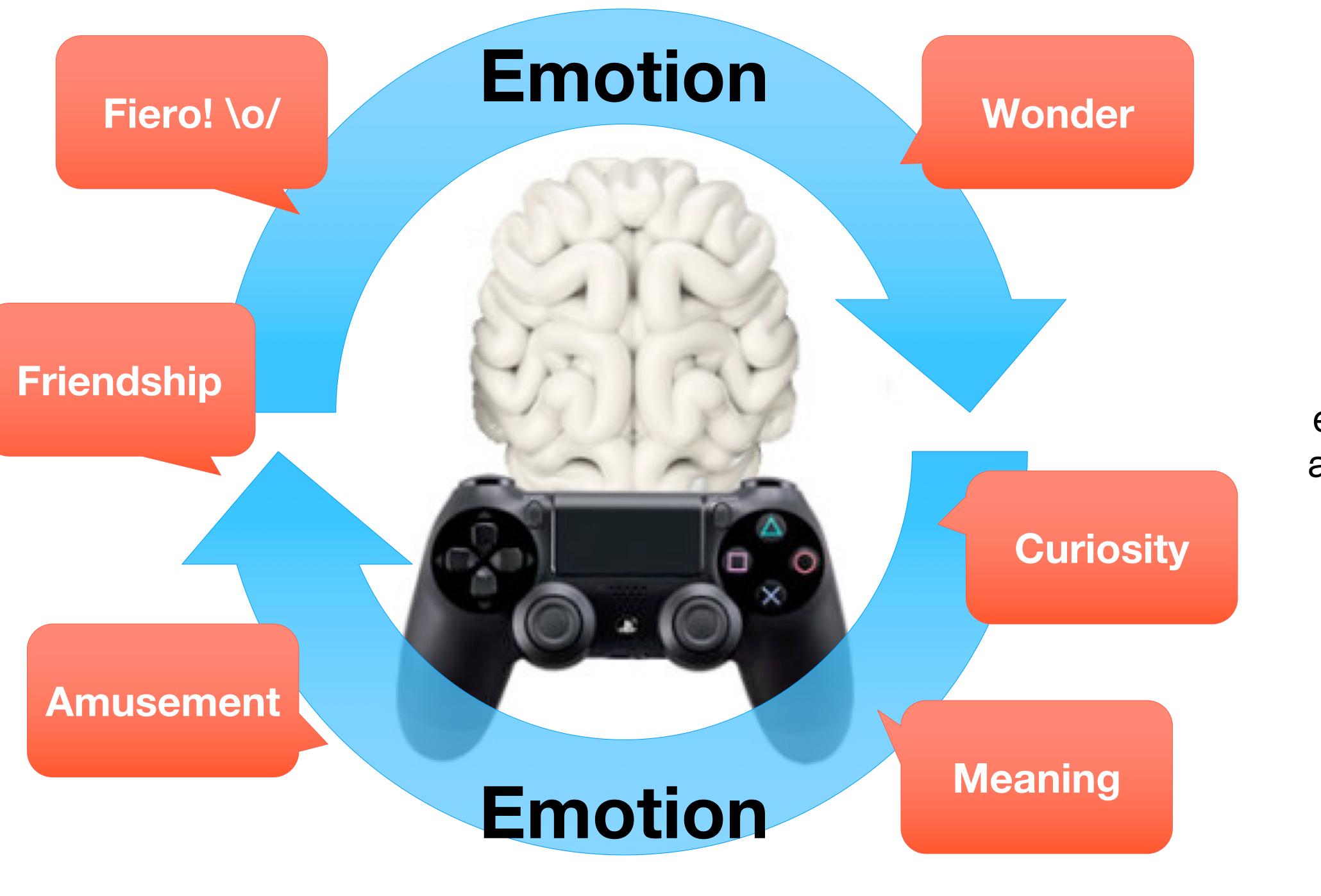
Sentiment Analysis



Players



Sentiment Analysis



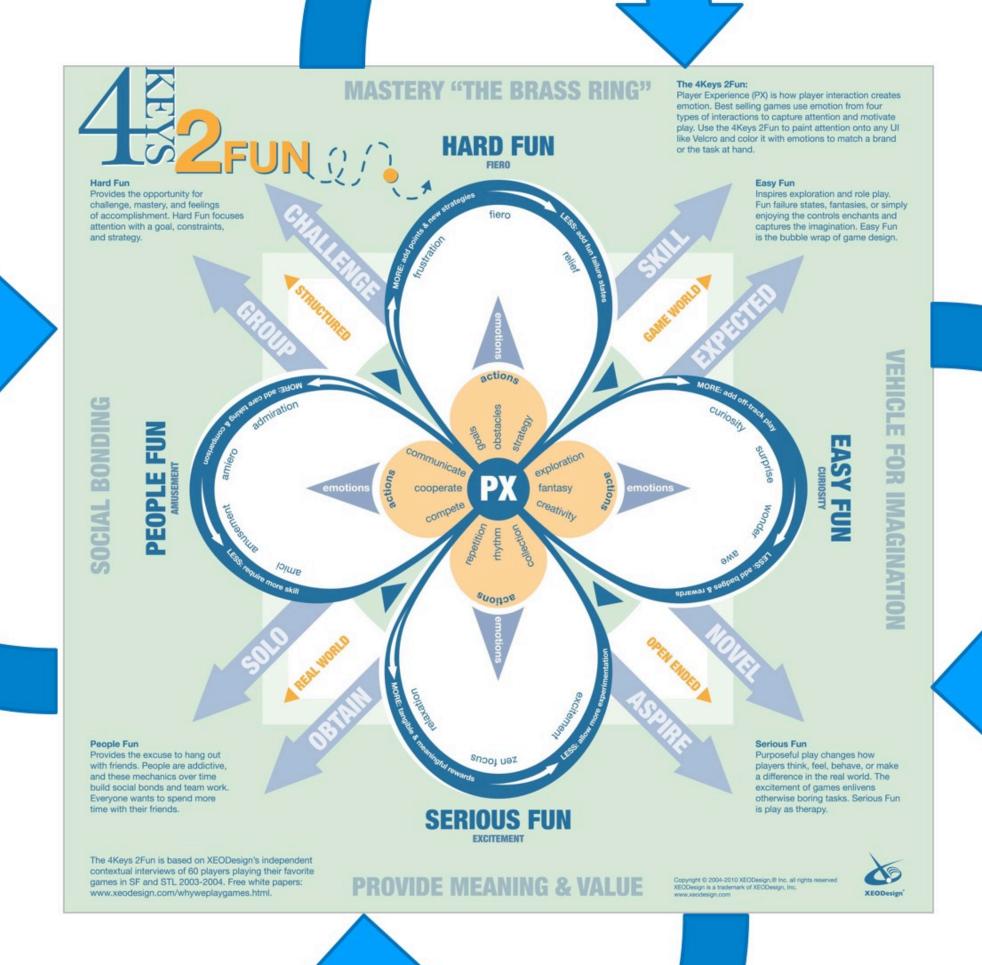
Emotion from Interaction

Have the widest range of player emotions by planning the emotions outside and alongside the core loop



HARD FUN CORE LOOP CHALLENGES.

PEOPLE FUN Share Experiences



EASY FUN MICRO LOOP EXPLORE BUBBLE WRAP

SERIOUS FUN META GAME IMPACT USER'S LIFE OUTSIDE OF GAME

4 KEYS TO FUN APPLIED

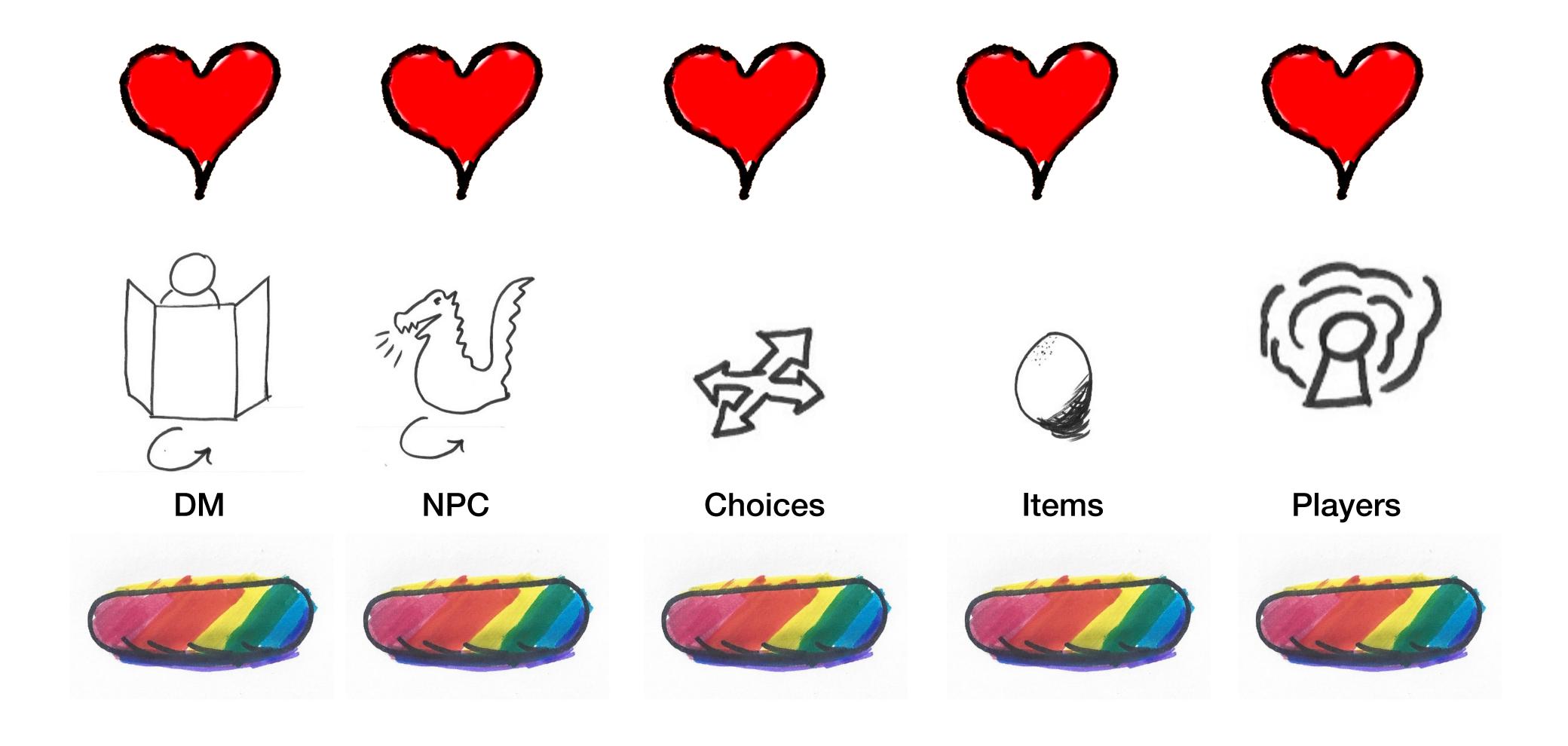


DOSE



Dopamine
Oxytocin
Serotonin
Endorphin





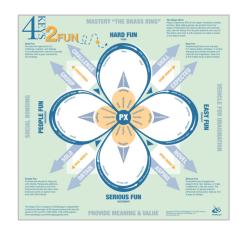


Empathy @ All Layers of Gameplay



Tomb Raider How She Makes You Feel After the Game With Your Friends

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Are You Game?

Nicole@xeodesign.com @NicoleLazzaro XEODesign.com 510-658-8077

