Turing Tantrums

Stéphane Bura

GAME DEVELOPERS CONFERENCE 2012
SAN FRANCISCO, CA
MARCH 5-9, 2012
EXPO DATES: MARCH 7-9

GDC 12

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Register Early to Save

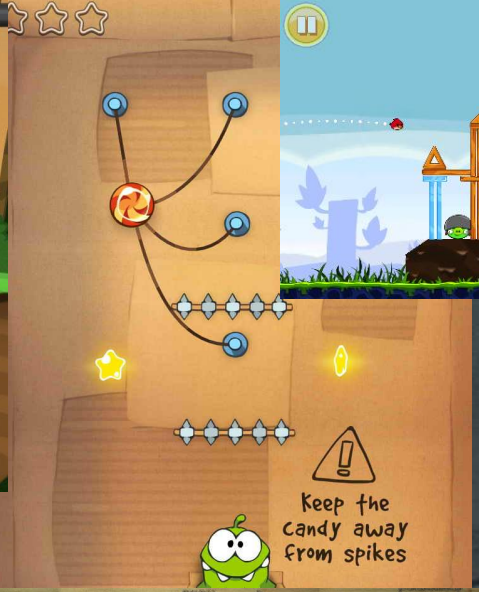
Register by February 2 to save up to 50% off of full price passes. Learn more about pass types

Shortcuts

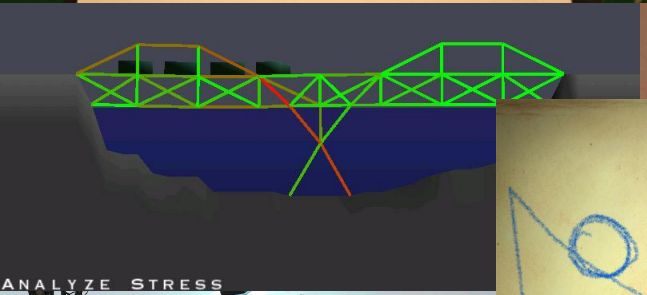
- Audio
- Bus., Mktg. & Mgmt.
- Game Design
- Monetization (sponsored)
- Production
- Programming
- Visual Arts

WHERE ARE THE AI GAMES?

retry
0 of 8 collected
menu


Keep the candy away from spikes

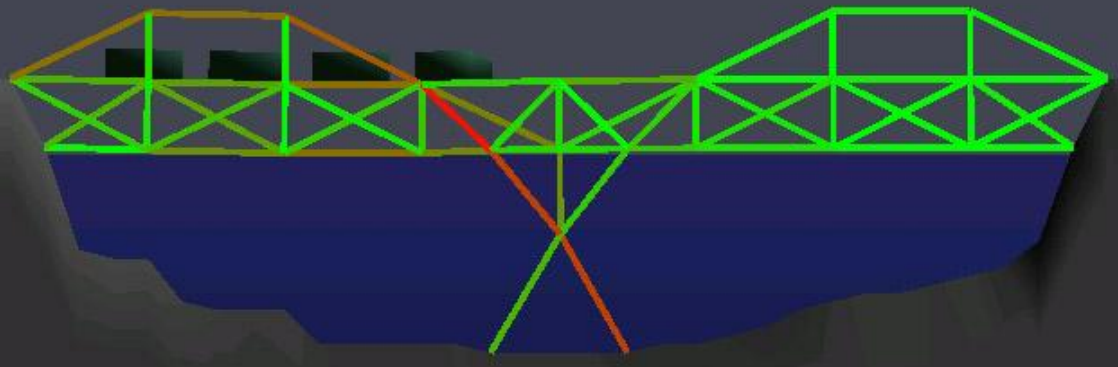
Highscore: 100690
Score: 0


ANALYZE STRESS

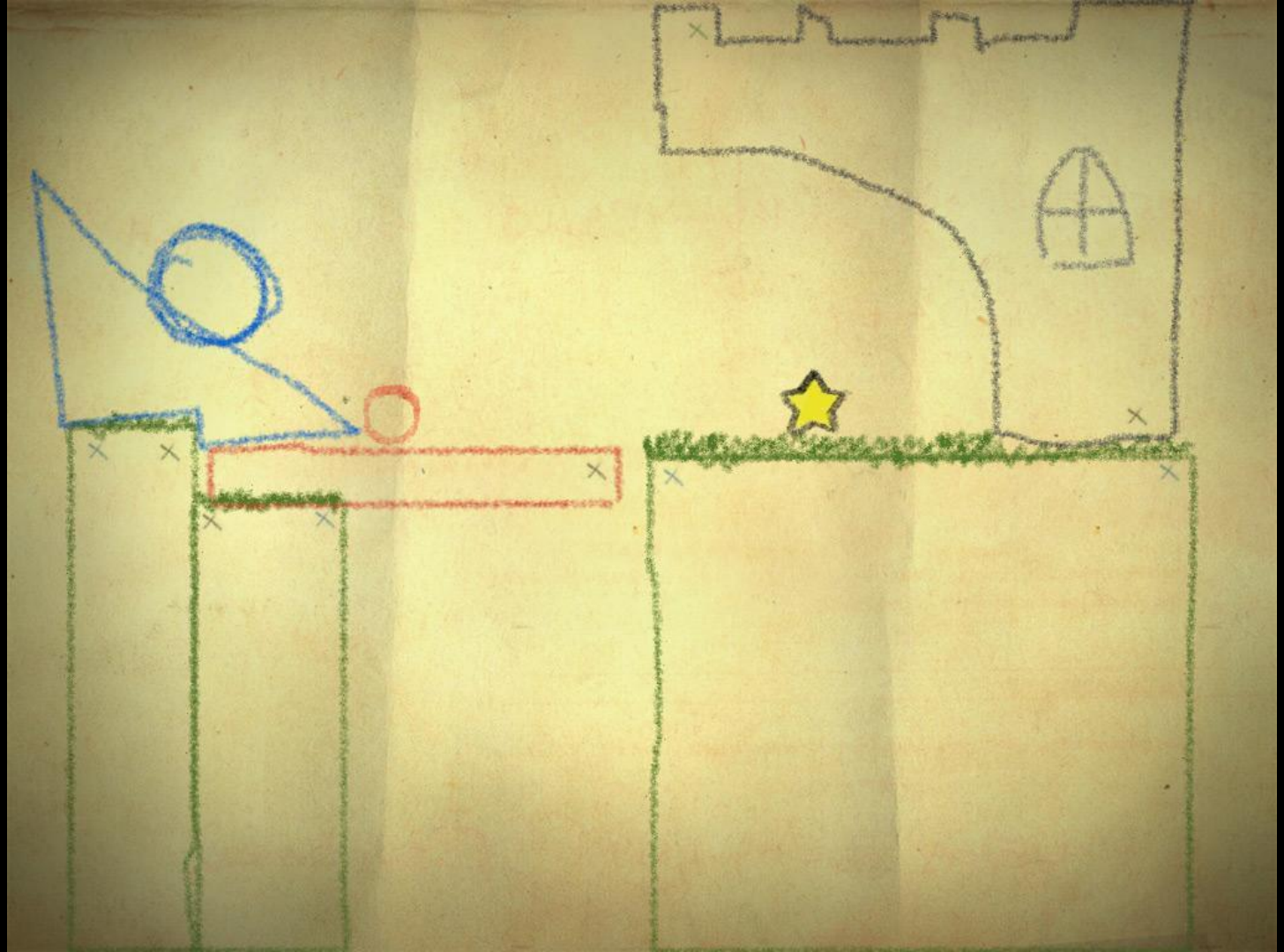
94
73 / 80

EDIT SLOW PAUSE

ZOOM IN
ZOOM OUT



ANALYZE STRESS



HEALTH 98
SUIT 23
GAMESPOT

Oddworld: Stranger developer Oddworld Inhabitants publisher Electronic Arts
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PSP
LocoRoco
E

STEPHANEBURA.COM/WARANDPEACE

WAR

Metal Working / Swords

Growth	+ 0
Research	+ 0
Power	+ 1

318 / 400

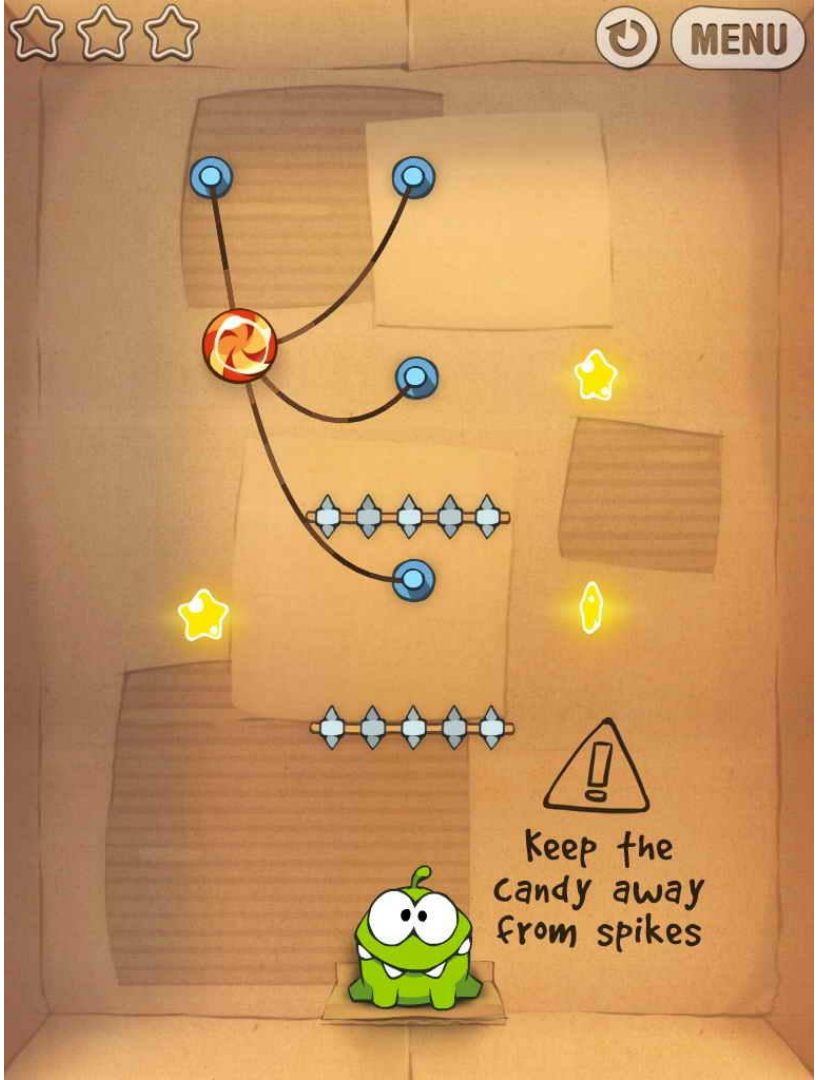
PEACE

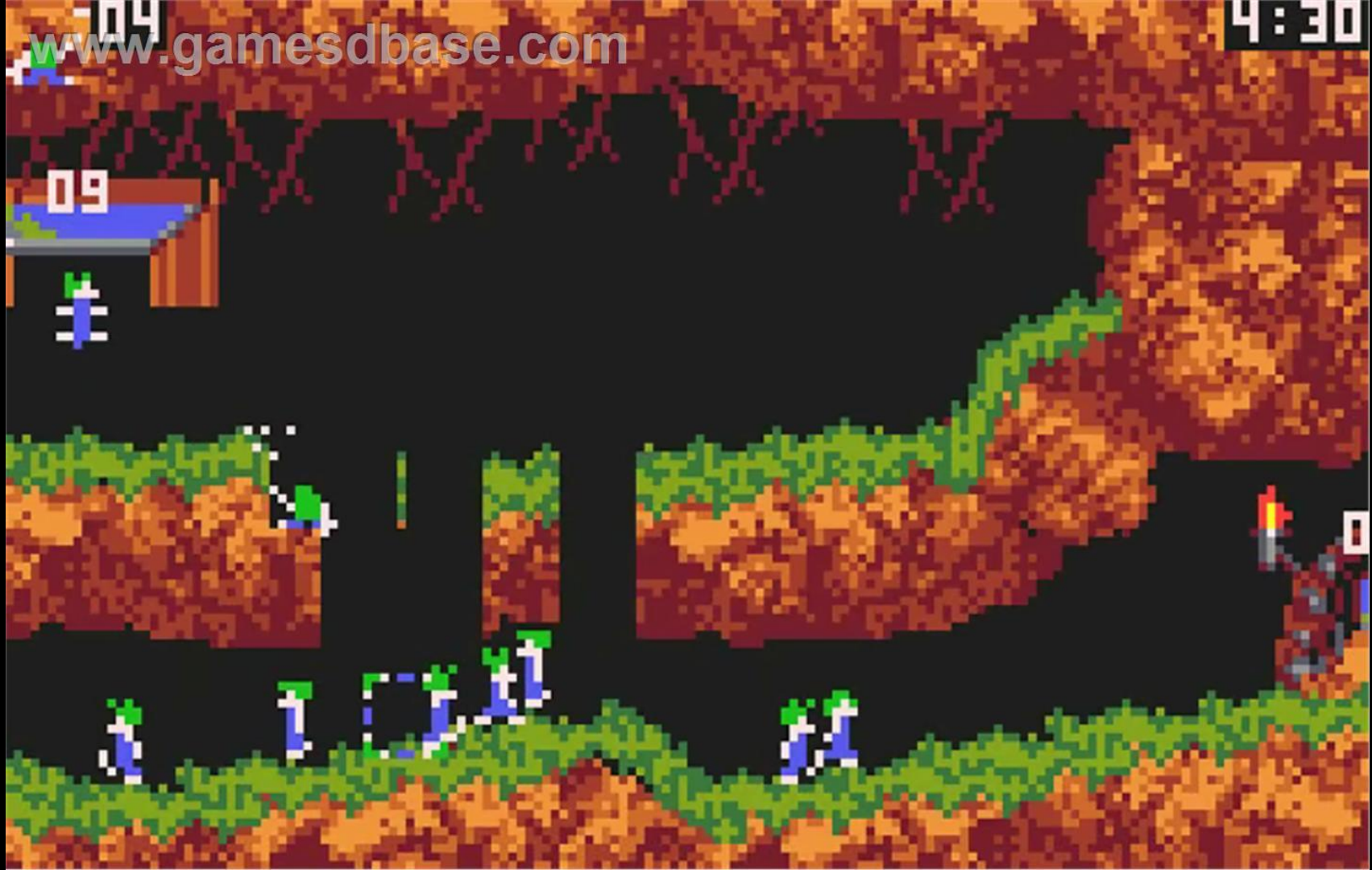
Writing

Growth	+ 0
Research	+ 1
Power	+ 0

98 / 150

GROWTH	4
RESEARCH	1
POWER	2


MENU
Keep the candy away from spikes



www.gamesdbase.com

STEPHANEBURA.COM/CORTICAL

retry
0 of 8 collected
menu
SOFTPEDIA
www.softpedia.com

34m23cm9mm
28

ARTIFICIAL INTELLIGENCE

Y U NO MAINSTREAM?

1)

Artificial Intelligence?

PHONETIC KEMP INC.
UKIYO CAMERA SYSTEMS

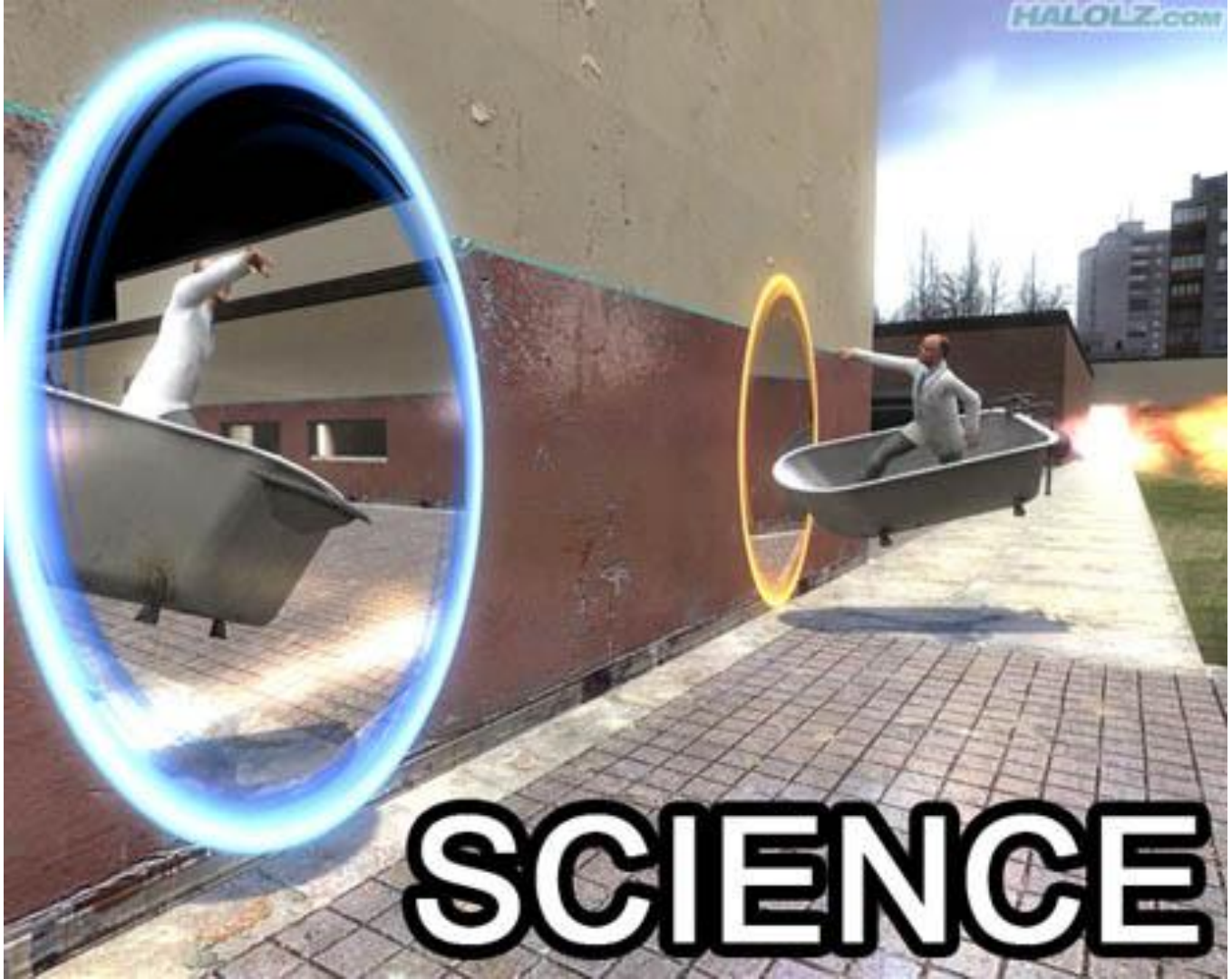
- **Digital Systemics**
- **Coherence Engineering**
- **Convincing Lying**

2)

	DEVELOPERS	DESIGNERS
SEEN BY DEVELOPERS		
SEEN BY DESIGNERS		

1) **DESIGNERS COME UP WITH A PROBLEM**

2) **A.I. ENGINEERS COME UP WITH A SOLUTION**


HALOLZ.com
SCIENCE

1) A.I. ENGINEERS EXPLORE & SHARE THE POTENTIAL OF A SYSTEM

2) DESIGNERS COME UP WITH A GAME IDEA

3) DESIGNERS AND A.I. ENGINEER MAKE AN A.I. GAME

SCORE
6629
LEVEL
3
LINES
33

HIGHSCORE: 100690
SCORE: 0