

Report from AAAI Spring Symposium on AI and Interactive Entertainment

Mike van Lent

Marina del Rey
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Who Attended

- 50+ game developers & academic/industry researchers
- Prominent game companies
 - Valve (Half-Life)
 - (The Sims)
 - Relic (Homeworld)
 - Presto (Journeyman series)
 - Sony R&D Lab
- Prominent names in AI research
 - Ken Forbus
 - Steve Chen
 - Johnthan Schafer
 - John Laird

Topics of Discussion: Day 1

- AI in Half-Life
 - Half-life AI is state of the art for first person shooters
 - Decision trees with small scripts at the leaves
- AI Components
 - Range from path planning to natural language
- AI Engine Frameworks
 - Lots of resistance to a general framework
 - People seemed more comfortable with code libraries
- Demos
 - Mostly just showing off recent games
 - No demos from researchers

Topics of Discussion: Day 2

- AI in The Sims
 - Best current example of autonomous characters in games
 - Hierarchical scripts based in objects not characters
 - Tools built in Tcl/Tk
- Story driven characters
 - Interactive fiction
 - Combining autonomous behavior and scripting
- Making AI interesting
 - Emotion in characters
 - Anticipation in a Quakebot
 - Chaos theory in game AI

Topics of Discussion: Day 3

- AI in Homeworld
 - The basic scripting approach
 - Some use of flocking algorithms
- Building a community of AI in games researchers
 - Mailing list:
 - Webpage: Coming this summer
 - Internships
 - Source code
- The 2001 AAAI Spring Symposium on AI and Interactive Entertainment has been accepted!
 - Deadline for papers is

Nuggets and Coal

- Nuggets
 - Very good discussion between developers and researchers
 - We've learned a lot
 - Illusion of intelligence is okay for Game AI
 - Invited talk at AAAI 2000
 - “Human-level AI's Killer Application Interactive Computer Games”
- Coal
 - Only one group using Soar
 - Soar was evaluated and rejected for Relic's next game
 - Stability
 - Initial learning curve
 - Ease of use
 - Resource issues