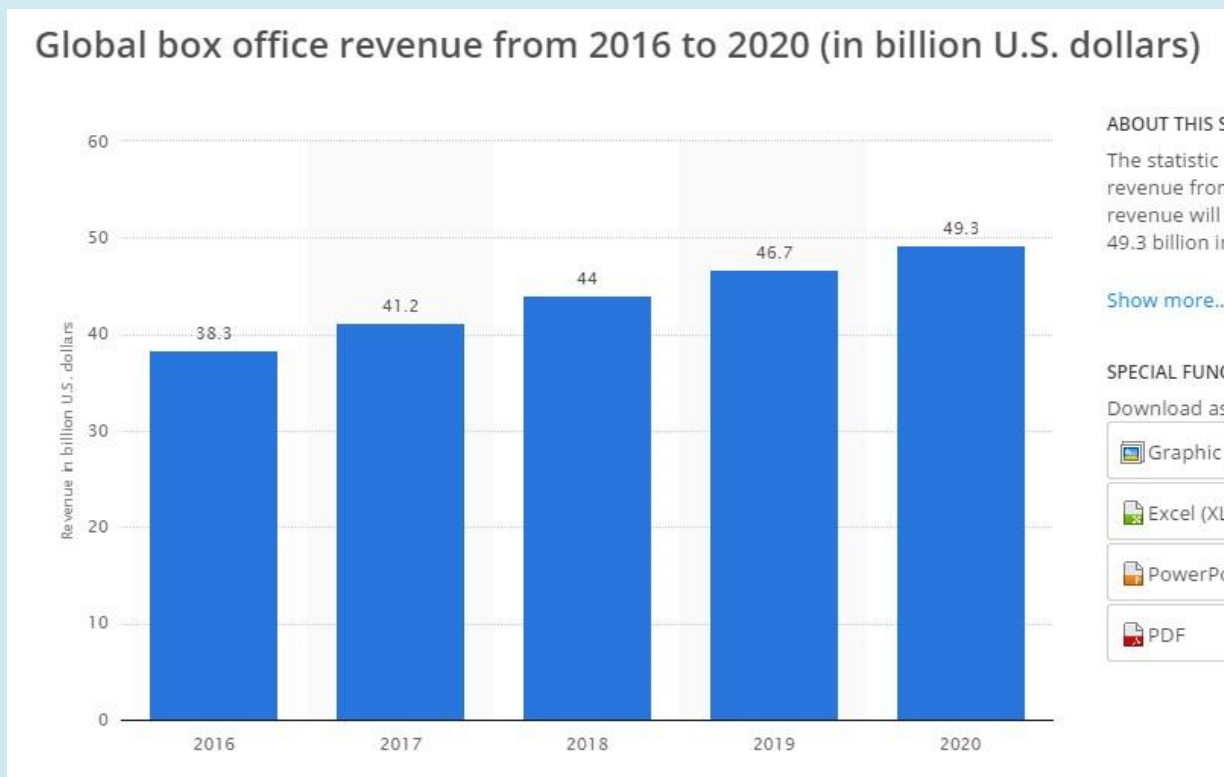# AI and Games

Steve Omohundro, Ph.D.

PossibilityResearch.com

SteveOmohundro.com

SelfAwareSystems.com

Video Games > 2*Movies

Video games will become a $99.6B industry this year as mobile overtakes consoles and PCs

MIKE MINOTTI   @TOLKOTO   APRIL 21, 2016 8:30 AM

http://venturebeat.com/2016/04/21/video-games-will-become-a-99-6b-industry-this-year-as-mobile-overtakes-consoles-and-pcs/
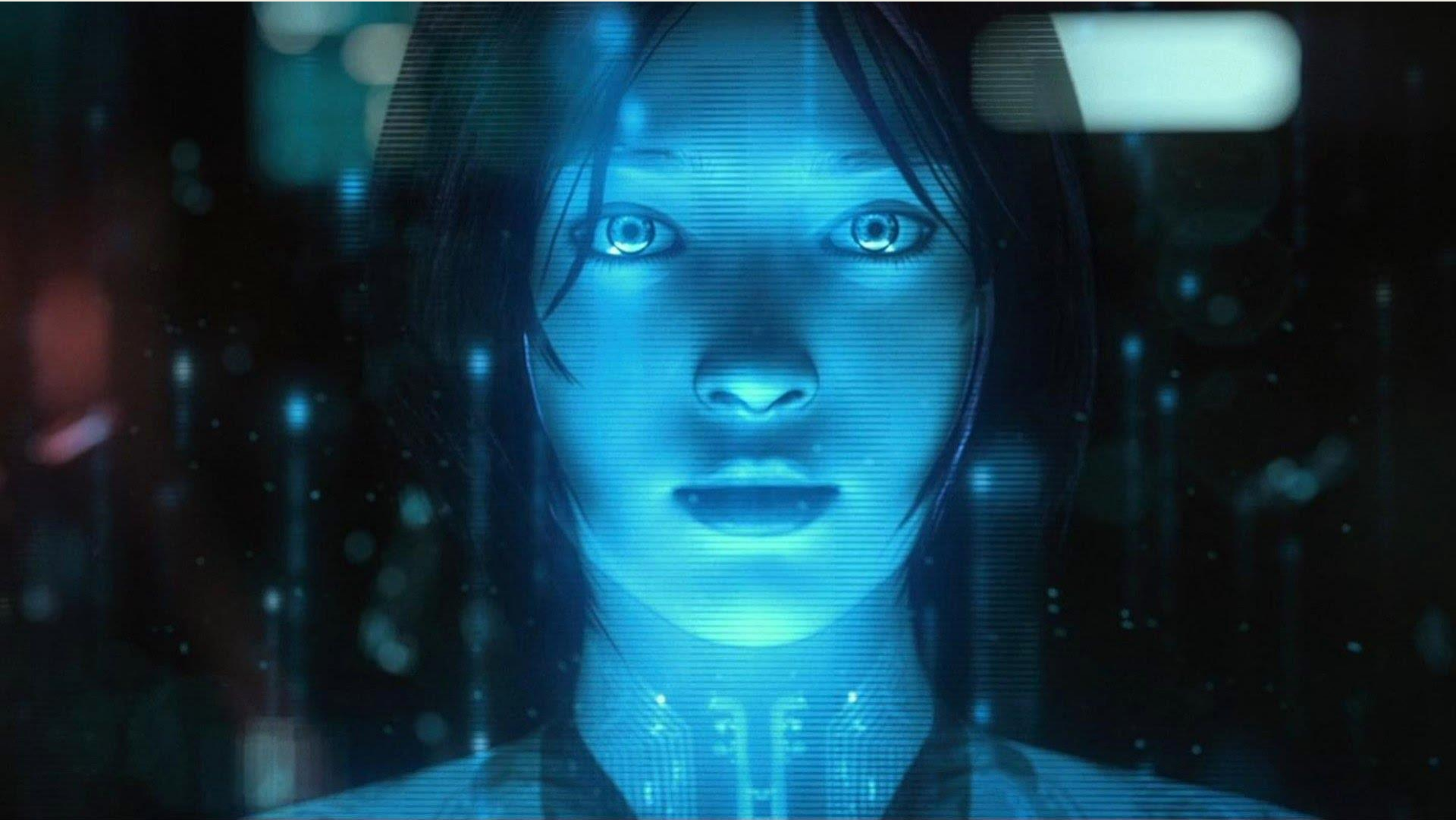
Global box office revenue from 2016 to 2020 (in billion U.S. dollars)

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49.3 billion in

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Year	Revenue
2016	38.3
2017	41.2
2018	44
2019	46.7
2020	49.3

https://www.statista.com/statistics/259987/global-box-office-revenue/

Blizzard Overwatch $586M in 2016

AI Characters in Games

Cortana in Halo

AIs Playing Games

- 1979 – Backgammon – BKG 9.8
- 1994 – Checkers – Chinook
- 1997 – Chess – Deep Blue
- 2011 – Jeopardy! - Watson
- 2016 – Go – AlphaGo
- 2017 – Poker – Libratus

DeepMind and Blizzard to release StarCraft II as an AI research environment

http://ftp.gameshot.net/gameshot/Screenshot/screenshot/2007_09/VIDEO/star3.jpg

AI for Augmented Reality

https://i.ytimg.com/vi/OvAh5ajfBq8/maxresdefault.jpg

http://a.abcnews.com/images/Technology/ap_microsoft_hololens_demo_2_jc_150121_16x9_992.jpg

http://cdn.images.express.co.uk/img/dynamic/143/590x/Pokemon-Go-Gen-2-update-Pokemon-news-767620.jpg

Learning and Gamification

The Rise of the Weaponized AI Propaganda Machine

There's a new automated propaganda machine driving global politics. How it works and what it will mean for the future of democracy.

BERIT ANDERSON AND BRETT HORVATH

ILLUSTRATION BY CODY FITZGERALD

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https://scout.ai/story/the-rise-of-the-weaponized-ai-propaganda-machine

AI and Games

- AI as characters in games.
- AI as players of games.
- AI for improving VR/AR and game interfaces.
- AI for modelling learners and tuning games to their needs.
- AI for gamification of work and society.