SAN FRANCISCO
CAREER PAVILION
MAIN EXPO FLOOR
INDEPENDENT GAMES FESTIVAL
REGULAR AND STUDENT FINALISTS
ZEIT²
“INNOVATION GERMAN ARCADE SHOOTER”
ZEIT²

“INNOVATION GERMAN ARCADE SHOOTER”
THE UNFINISHED SWAN
THE UNFINISHED SWAN
THE POWER OF PAINT
2-DAY AI SUMMIT
AI PROGRAMMERS GUILD
• What should Game AI developers know
• Animating Complex Worlds
• Postmortems: Spore, GoW2, BioShock
• Relationships Between AI and Designers
• Solving Pathfinding
• Next Steps Towards Human AI
• Modeling individual personality, mood, and emotion
• When good AI goes bad: testing & debugging
• AI Architecture and Design Patterns (GTA design talk)
• The Photoshop of AI
• Knowledge Representation
• Parallel Programming