

AI VILLAGE:

Exploring AI Interactions and Dynamics in a Simulated Village

The study of artificial intelligence (AI) agents' behavior in a simulated environment, such as a village, offers valuable insights into the development of believable proxies for human interaction. In this project, we create a virtual village inhabited by multiple AI agents, each capable of making independent decisions that impact the environment. The agents' interactions will be analyzed to understand the emergence of relationships and the human-like nature of their behavior.

In the second phase, we introduce a limited resource to the models, incentivizing them to collect it. This will create a competitive environment that may adversely affect the relationships between the agents. We also plan to introduce a killer into the agents, further complicating their interactions.

The results of this study have the potential to provide a deeper understanding of human behavior and social dynamics, as well as to inform the development of more sophisticated AI systems. The study's findings also raise important questions about the ethics of AI and the potential consequences of creating AI agents that exhibit human-like behavior.

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