



# Generative AI in Video Games

Bryden Murphy and Ethan Gimmestad



# Generative AI vs. AI

- AI has been in games for a while
- AI is:
  - Any kind of process created by humans that allows machines to make decisions
- Generative AI is:
  - Fluid
  - Reactive, responsive, and Random



# How will Generative AI impact Video games?

- Generative AI can program:
  - Solve problems
  - Create logic
  - Manage software tools
- Generative AI can create:
  - Procedurally generated
  - Nuanced dialogue





# Using AI to Develop Games

- Data Collection
- Training
- Generation
- Implementation

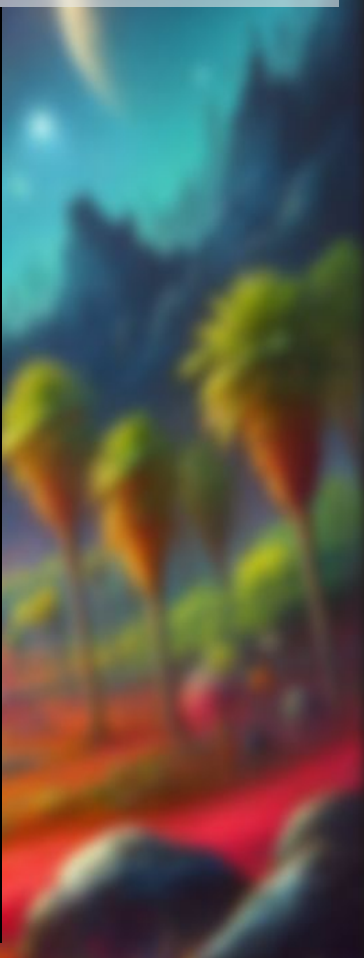
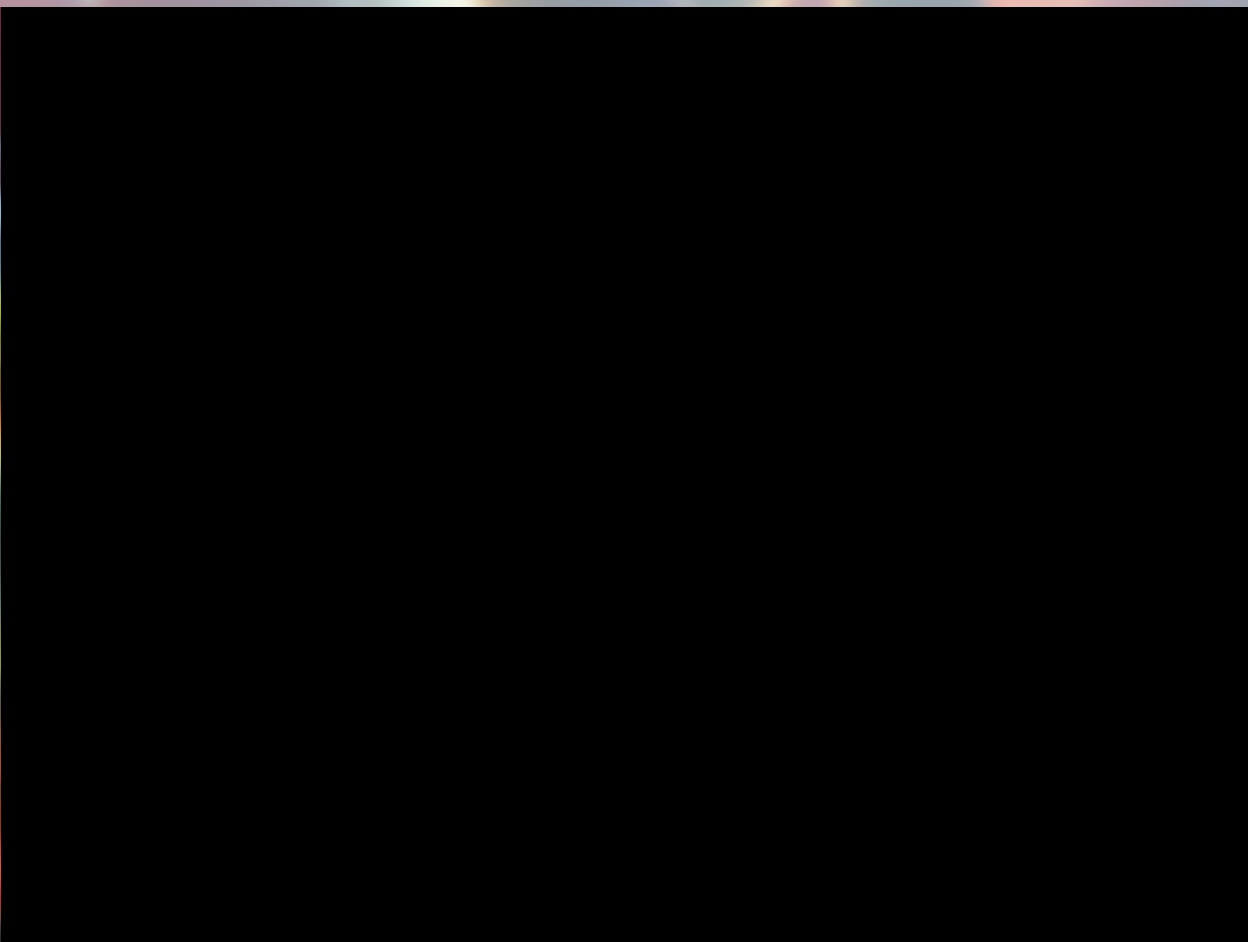


# Current Games vs. Games with GenAI


- Limited content
  - Every possible interaction must be coded, designed, and voiced
- World gen must fit within certain parameters
  - Worlds end up looking the same

- Infinite Content
  - GenAI Generates reactive dialogue
  - GenAI can also create the voices
- Insane World Gen
  - GenAI can change parameters
  - Create billions of expansive and unique worlds

# CodeMiko using GenAI







# Games using GenAI

# No Man's Sky by Hello Games

- Procedurally Generated over 1 trillion planets
- 6 different factions with different languages
- Simulation Theory





# The Finals by Embark Studios

- Using GenAI for voices
- Faster updates
- Quicker implementation of ideas
- Potential to be reactive?



“There’s a lot of dead bodies in the arena right now. To be honest, it’s making me kind of hungry.”

- June, Finals AI Voice Announcer

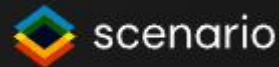


More  
to  
Come?

## GenAI Gaming Runs on Scenario.

Craft unique and style-consistent game  
assets with custom-trained AI models.

[Start now](#)





# The future: GenAI for the player

- Offer tools for player creation
- Minecraft worlds?
- Character creation
- Roblox, VR Chat, Fortnite



# The future: GenAI for the Developer

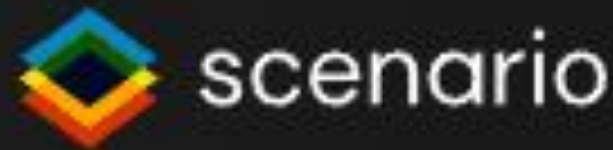
- Faster testing
- Software Tools
- Modeling/Texturing





# The Future: GenAI Development Tools

- Selling assets and learning models
- Similar to unreal asset store
- Indie games using GenAI
- Massive GPTs



# Conclusion: What does this mean for the gaming industry?

- Rapid production of video games
- Faster updates
- Bigger worlds
- Plagiarism - Ethics

- The Oasis? (Ready Player One)
- Creating virtual alternate realities
- Developers/programmers workflow shift



# References

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