

GAMIFICATION PRESENTAION



LLM



AMONG US



GROUP MEMBERS:

ENZO N'KOMA

HENRI GARCIA-PELAYO

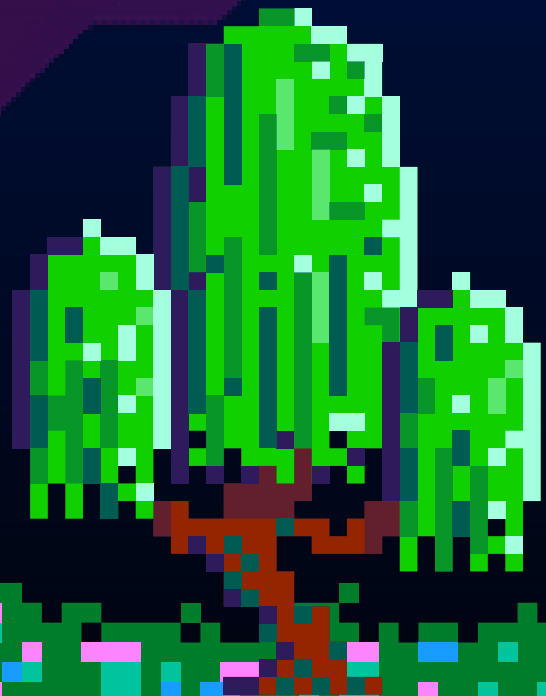
HAOZHE TANG

YUANYUAN LIU



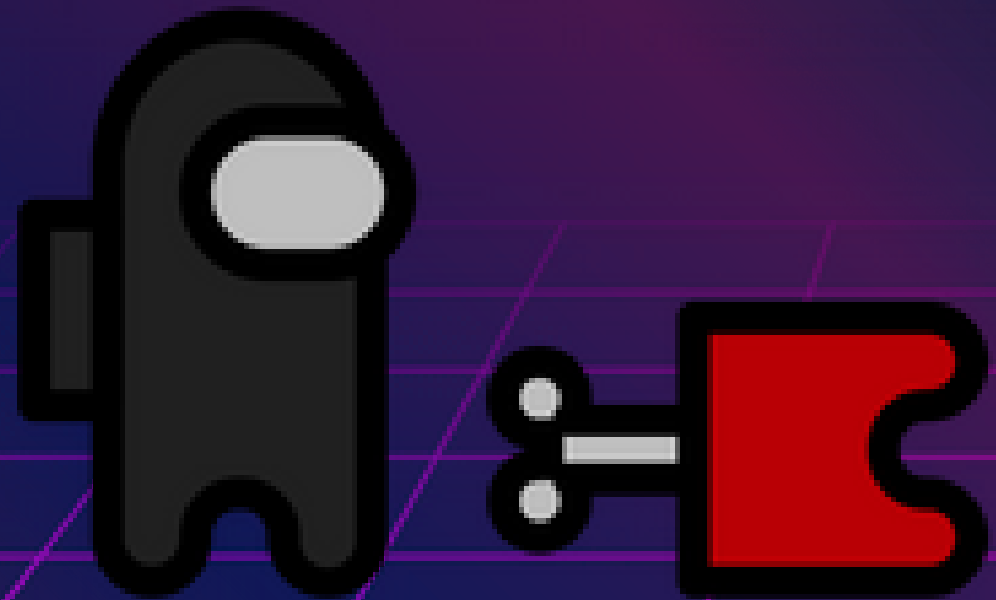
START

PROFESSOR:
MOURDJEN BARI





GAME OF TEAMWORK AND BETRAYAL



Crewmates work together
to complete tasks before
one or more Impostors can
kill everyone aboard

A BIG SUCCESS

Developed by Innersloth, Schell Games, and
Robot Teddy

November 10, 2022

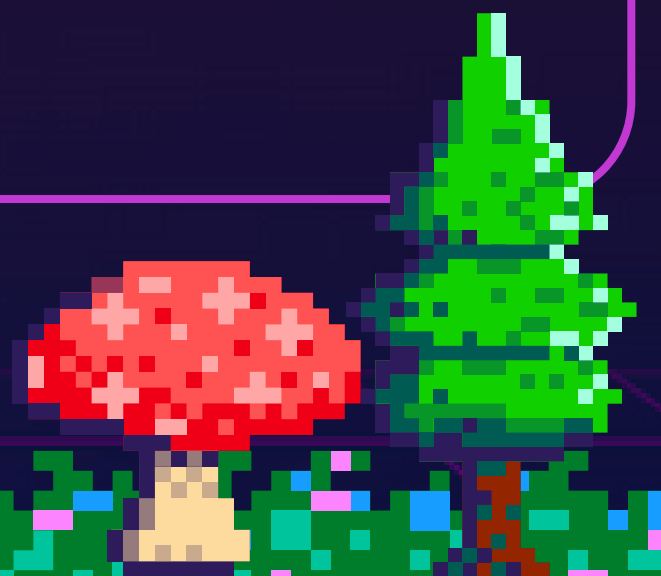
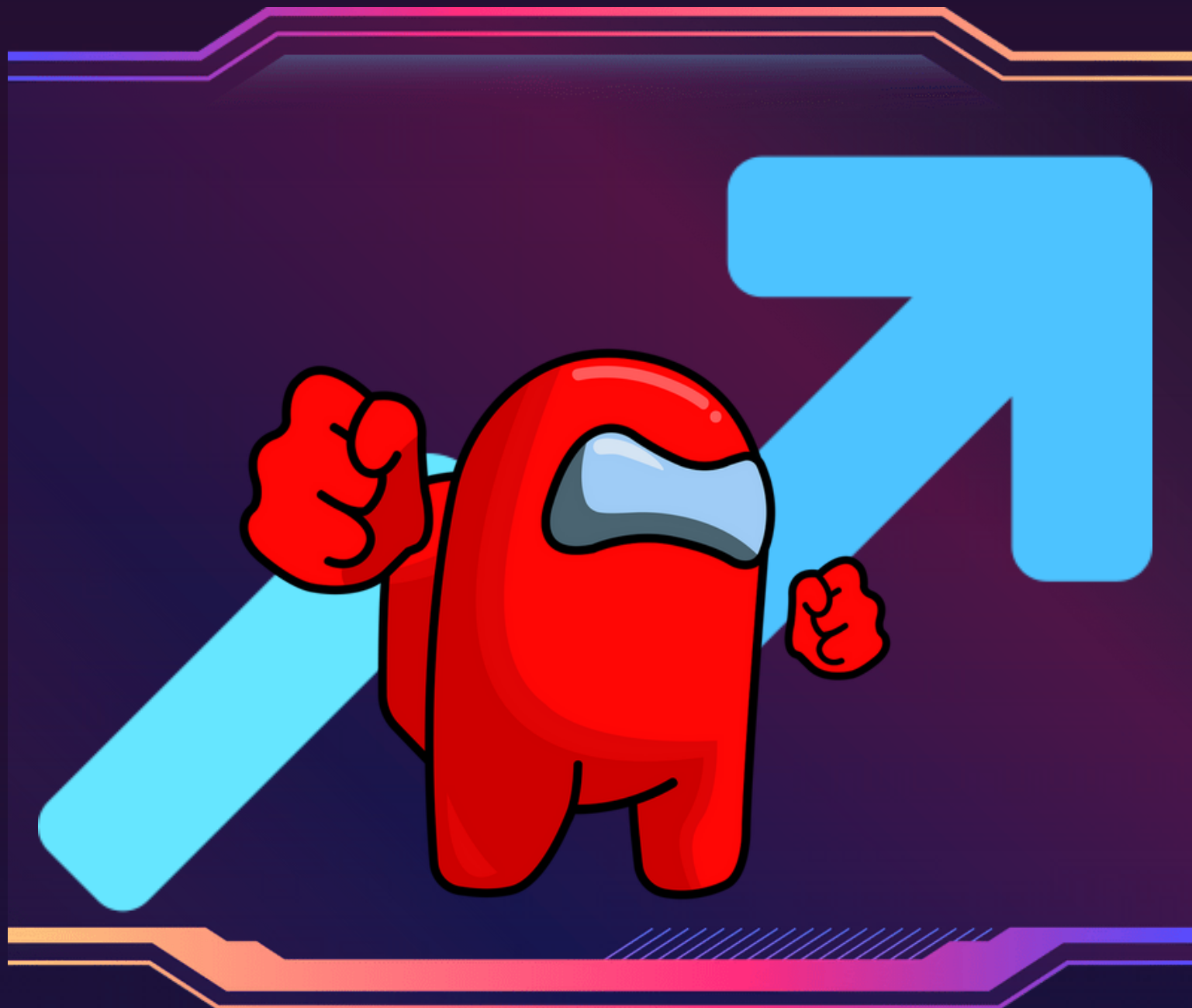
+one million users in ten weeks

Four million games have been played (january
2023)

Average of 44,000 games/day

89,100,000 minutes

Players from 122 countries

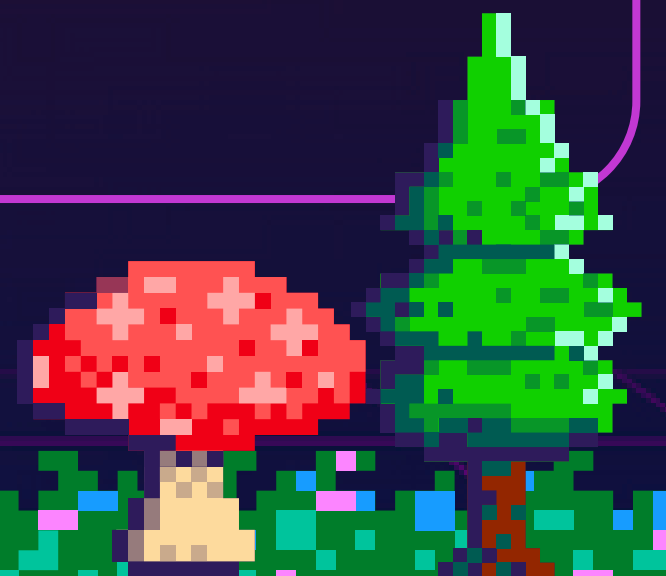




BUSINESS REVENUE

Download : Steam = 8\$
Quest = 10\$
Rift = 10\$

In-App purchases : customise characters by purchasing pets, clothing and skin colours





SAMPLE CLIENT



NEW PLAYER



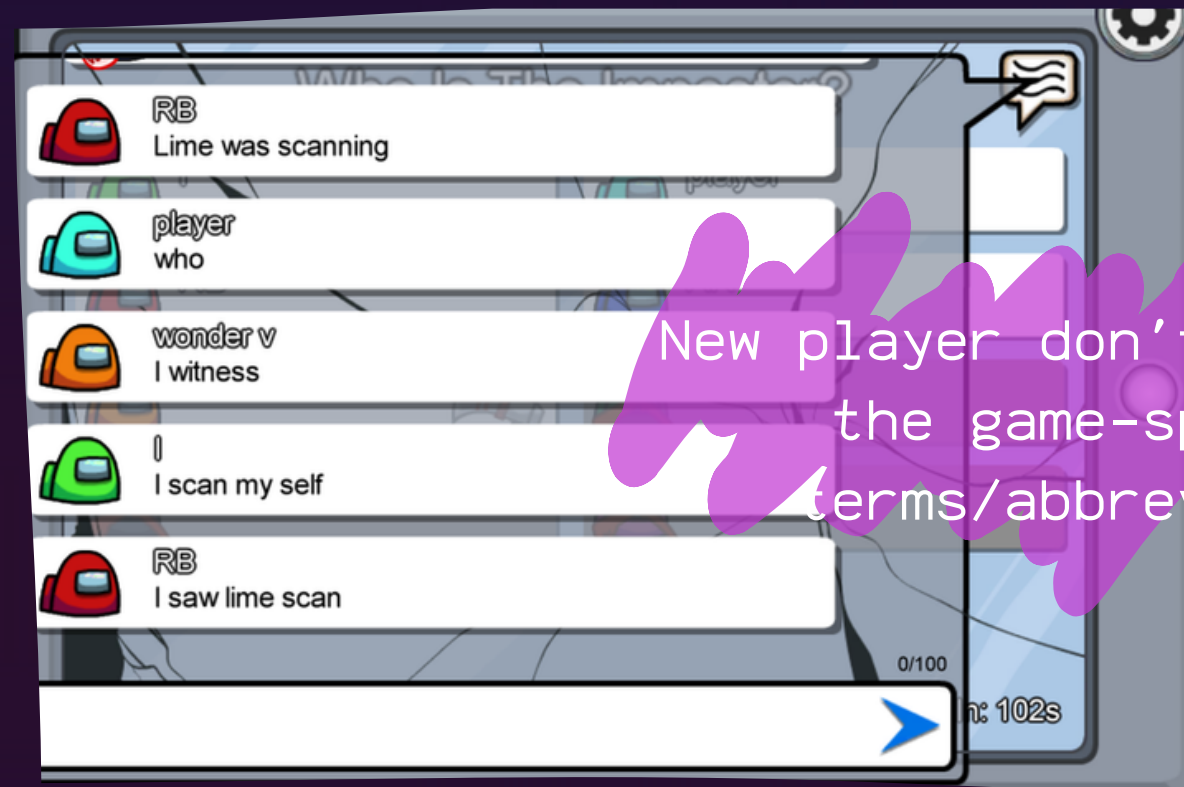
EXPERIENCED
PLAYER

Video

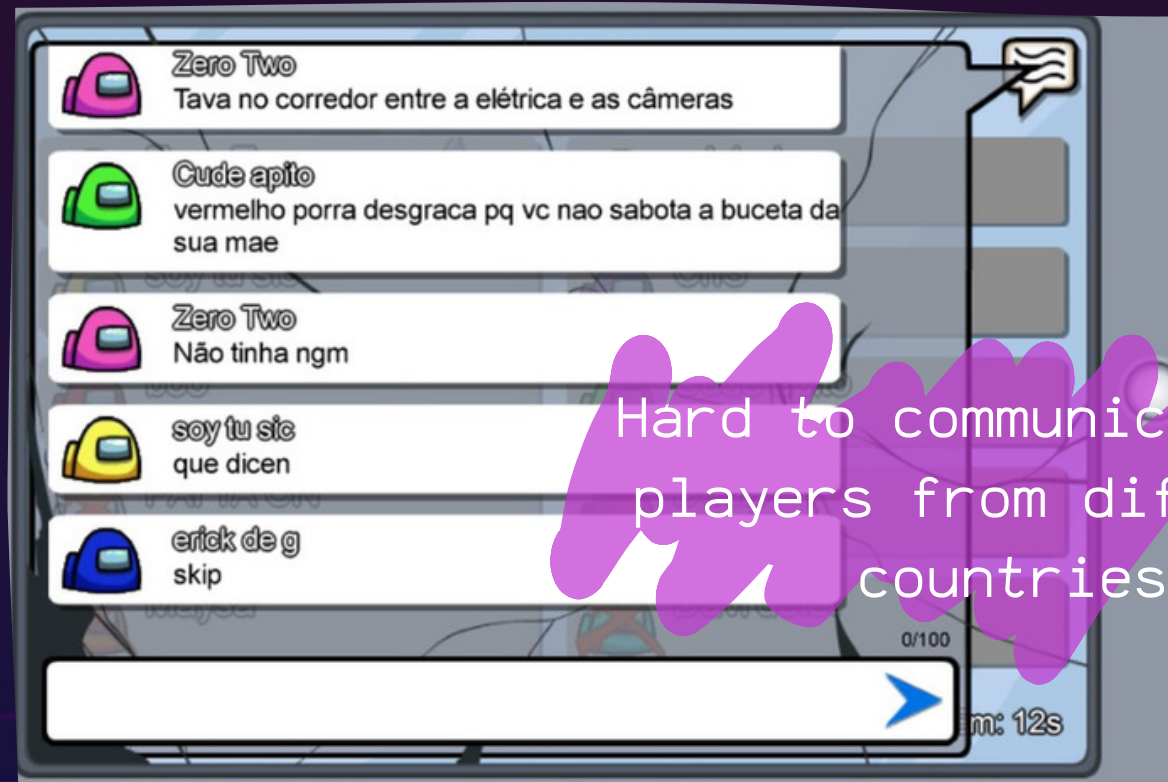
- 18-year-old student from Paris
- New to Strategy Casual Game
- X game-specific expression
- Needs help to understand & respond to in-game chats in real-time.

- 30-year-old clerk from Beijing
- Play game everyday
- Not good at English
- Seeks solution for language barriers with other players

PROBLEM & SOLUTION & BENEFIT

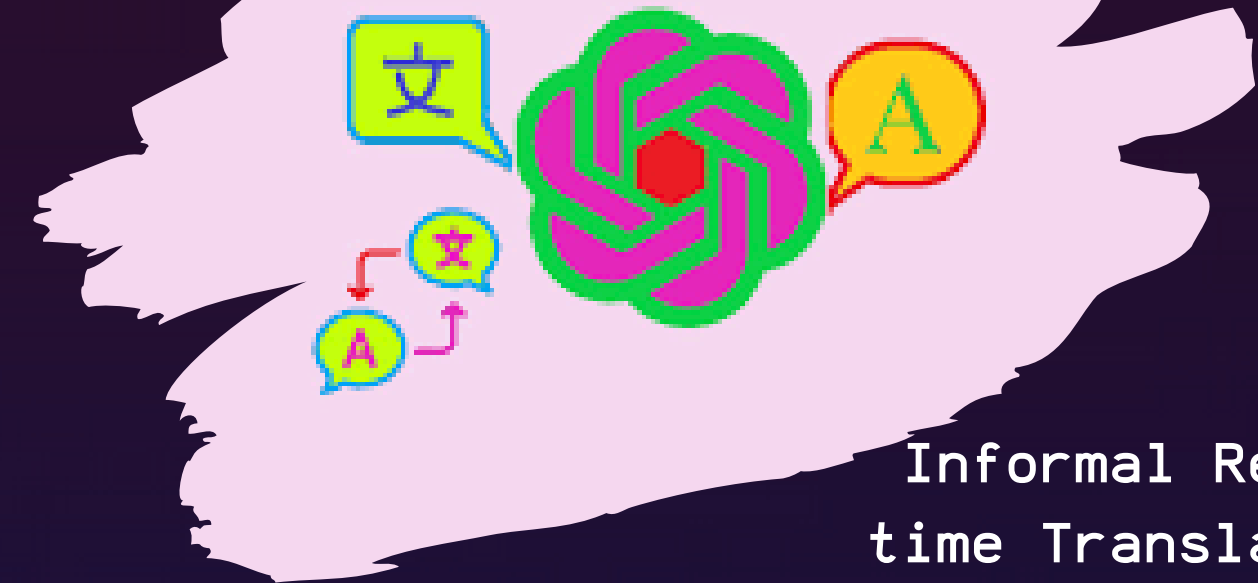


New player don't understand
the game-specific
terms/abbreviations



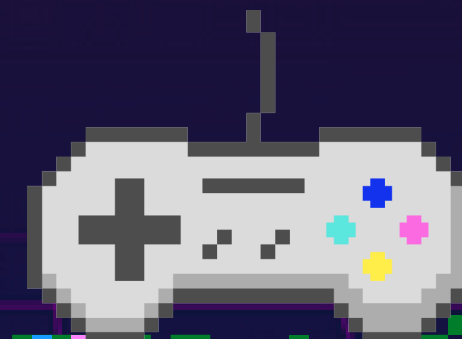
Hard to communicate for
players from different
countries

Game term decoder



Informal Real-
time Translation

'GG, Imp was sus' ->
BG, l'Imp était louche"



DATA USE OF LLM

TEXT CHAT

Messages in different languages.
Abbreviations and acronyms

LANGUAGE PREFERENCE

Preferred language of each player

TRANSLATION ACCURACY

Performance of the LLM

COMMUNICATION DURATION

Duration of text interactions

INTERACTION CONTEXT

In-game events related to chat

PLAYER FEEDBACK

Suggestions Effectiveness

PROTOTYPE

Who Is The Impostor?



BOB



NEYMAR



KYLIAN MBAPPÉ



CHRISTIANO
RONALDO



BILL



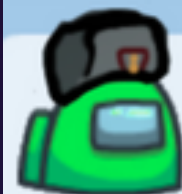
KARIM BENZEMA



LIONEL MESSI



KEVIN DE BRUYNE



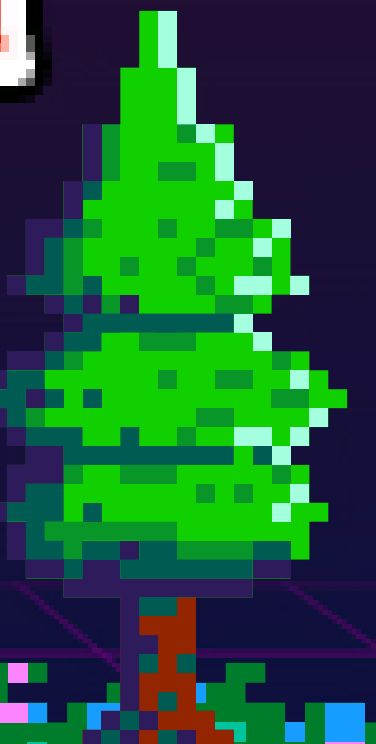
ERLING HAALAND



BENOÎT

SKIP VOTE

Voting Ends In: 150s



PROTOTYPE

Pourquoi cliquer le rapport?
(How click on the report?)

BOB



Bill

I saw you kill the blue player, that's why
I click the report!!!

Je ne l'ai pas fait! J'étais juste là-bas. Tu
dois me croire. (I didn't do it! I was just
there. You have to believe me.)

BOB



Bill

I'll tell y'all 'bout my path. From the heart room to the
restaurant, saw it happen: gray one chopped the blue one.
It's him, let's all vote him out!



Bill

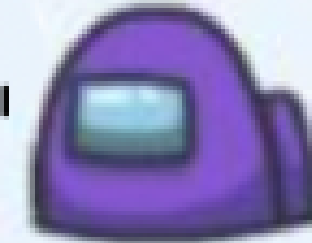
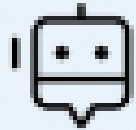
So tell me where were you and what did you do
just now?



PROTOTYPE

J'étais dans le couloir près de la cafétéria. J'allais vers la salle des moteurs pour réparer les lumières. Je n'ai rien vu d'étrange.
(I was in the hallway near the cafeteria. I was heading to the engine room to fix the lights. I didn't see anything strange.)

BOB

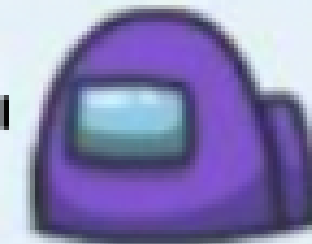


Bill

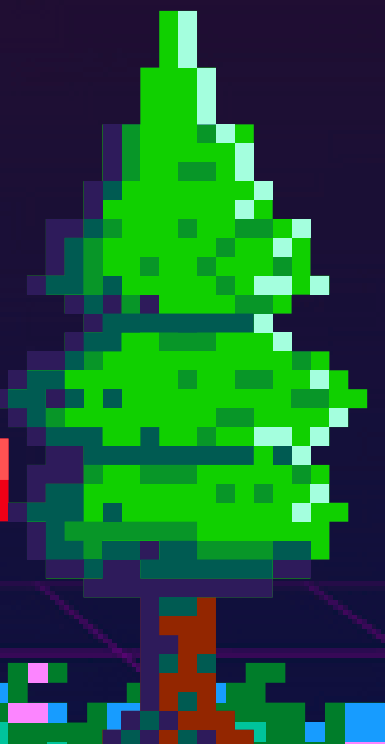
You are lying, I saw him killed the blue player and trying to escape from the vent! Accidentally, I caught you haha! That must be him!

Non, ce n'est pas vrai ! J'étais vraiment en train de réparer les lumières. Peut-être as-tu vu quelqu'un d'autre ? Je suis innocent, je te le promets !
(No, that's not true! I was really fixing the lights. Maybe you saw someone else? I'm innocent, I promise!)

BOB



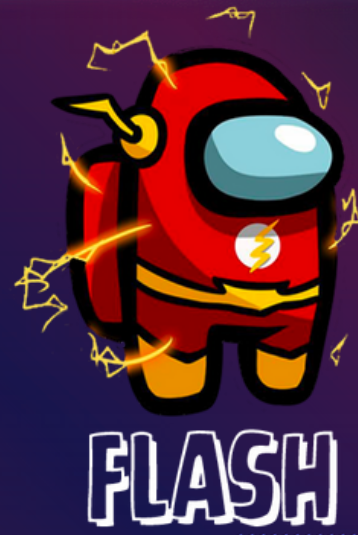
CHATGPT INTERACTION SIMULATION:



WHAT DID WE LEARN ?



ENZO



HAOZHE



YUANYUAN



HENRI



THANK YOU!



END

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