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“AI on the Gaming”

Like someone who has spent a lot of time in front of the computer since childhood, I have always been very interested in video games. Video games taught me many things, especially video games with their own story. Maybe you heard about one of the huge gaming series – Call of Duty modern warfare series. That game taught me the difficulties of being a soldier, betrayal never came from the enemy, and sometimes your enemy can be your friend. After playing some amazing games, I asked the question to myself: “How do people create games like that?”. I researched game development and watched videos about huge game developers and firms. I have witnessed the declines and rises of some gaming companies.

“Artificial Intelligence isn't a particularly new thing in gaming. Machine learning, context-sensitive behavior, neural networks, natural language parsing - all of these techniques have been pushing games forward for years now. If you have ever played a video game, you might already understand what AI has to do with games and how you can interact with it.” (Rakheja, 2018)

If we look at the development of games in recent years, we will notice that the development of the game world coincides with the development of artificial intelligence. From year to year, the quality of games is constantly improving in all aspects, the main reason for this is the development of artificial intelligence and technology. AI has opened up endless possibilities for game developers to create new and exciting gaming experiences that were previously impossible.

“One of the most immediately noticeable things AI could improve in gaming is its experience in visual quality. With an increasing number of gamers, deep learning and the ever-growing amounts of data at our disposal we can see game environments and game characters become more realistic and natural than ever before.” (Rakheja, 2018)

The first games I played were in 2D format, they were also fun, but they weren't so realistic. Nowadays game graphics are so high, it depends on your device and your device's graphic card, but if you have a strong graphics card, you can see ultra-realistic game graphics. Sometimes it can be difficult to differentiate a movie from a game. NPC's reactions, shape, and emotions are almost the same as a real human, which features brought from AI into video games. For example, AI can be programmed to respond to certain stimuli, such as noise or movement.

This can create a more immersive gaming experience, where the player feels like they are interacting with real-life characters and environments.

Game characters have special actions and behaviors, when you control the character, you can feel how this character adapts to the game world. This means that the game can change based on the player's choices and actions, making it more engaging and challenging. For example, if a player chooses to be more aggressive, the AI can respond by making the game more difficult, whereas if the player is more defensive, the AI can make the game easier. This dynamic gameplay experience has the potential to keep players engaged for longer periods, making them more likely to continue playing and even come back for more.

In conclusion, AI has revolutionized the gaming industry by creating new and exciting gameplay experiences that were previously impossible. As an IT major student and avid gamer, I am excited to see how AI will continue to shape the future of gaming. With the potential to create more immersive gameplay experiences, more inclusive games, and dynamic gameplay, AI is sure to play a significant role in the future of gaming. Who knows? Maybe I will make games in the future.

Bibliography:

1. Rakheja, Jagrati. "Artificial Intelligence: The Future of Gaming." PC quest : the personal computing magazine (2018).