CS PhD Seminar Series

May 20th | 14:30-15:00 | Room 217

Games and Agents: a mutual benefit

After a cold winter, agents are finding increasing space within the AI research landscape. The contextual advancement of game engines like Unity, Unreal, and Godot has led to widespread use of increasingly complex virtual environments for testing embodied agents.
This pairing has existed within video games for years, where users interact with non-playable characters that can be seen, even in a very limited form, as agents.
During this seminar, we will examine the history of this pairing, explore how virtual games are useful for agent development, and attempt to answer some "Why?" questions that initially arise spontaneously but ultimately become a fundamental pillar of research in this area.

Speaker: Andrea Gatti

Andrea Gatti is a second-year PhD student in Computer Science at the University of Genoa. He graduated with a Bachelor's degree in Informatica in 2020 and a Master's degree in 2022 in Computer Science at the University of Genoa. His main interests are multi-agent systems and in particular their intersection with Natural Language Processing and Virtual Reality. He is working under the supervision of Prof. Viviana Mascardi in the development of VEsNA (Virtual Environments via Natural language Agents), a framework which has the ambitious goal of creating logical agents capable of interacting in natural language with users with whom they share the same virtual space.