Pict·io

A collaborative game for humans and machines

I see arrow

Draw faster

Hhm...

Spaceship

Diamond

House

CHALLENGES

Drawing on the Wall

Blind Drawing with Left/Right Hand

Verbal Description

Bla Bla

GAMEPICTIO.COM

Artificial Intelligence (AI) game players are mostly produced for competitive games against humans. In this experiment, however, we take a different approach to this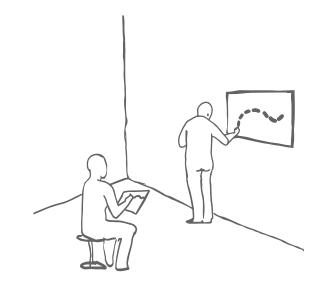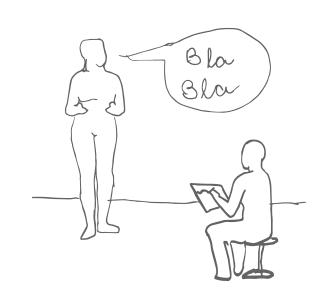 notion of machines as players. PICT. IO is a collaborative game for humans and machines, based on the popular drawing game Pictionary.

In this game, the teams are composed of two humans and one machine, communicating through drawings and speech, as they work together to solve challenges. The machine players communicate orally with their human teammates, and they can guess what humans are drawing.

The project aims at creating a situation in which the AI players are allowed and expected to make mistakes, just like the human players. The introduction of mistakes is a stimulus for the game to be a fun experience, other than a showcase of the machine's technical ability.

This game builds on Google's' experiment Quick, Draw, which uses a neural network to guess what one is drawing. Currently, the PICT. IO AI players are composed of a tablet and a speaker, and can only participate in the game as guessers. Soon, however, these agents will receive their first robotic arms, so they will be able to attend as drawers as well.

AUTHORS

Julia Salles
JULIACSALLES
@YAHOO.COM.BR

Julia Zamboni
JULIAGHORAYEB
@GMAIL.COM

Luciano Frizzera
LUCAJU
@GMAIL.COM

This Project is part of the group Machine Agencies, led by professor Bart Simon.

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CAPES

Technoculture, Art and Games Research Center

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