
AI Adaptation In Game Design

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How is AI used in games?



-AI in video games are interactive experiences used to entertain the player and make the gaming environment feel more realistic or playable depending on the genre of the game

-AI in video games are usually non-player characters or better known as the NPCs that act smart and simulate a real player

-AI is the factor that determines how a NPC behaves in the game, but is this the future of how all triple A title games will be?

Examples of how video games incorporate AI



- AI in video games is used very frequently if not all the time these days
- For example Rockstar (The developers for Grand Theft Auto V) have used a lot of AI NPC characters that players can interact with and complete side missions and quests
- The AI used in this game is heavily interactable so once players finish the main story mode, there is still a lot left to do in the game
- With this game still being popular today, Rockstar updates this game on a monthly basis and adds more NPC characters for side missions so players do not get bored

What is The future of AI in the gaming industry?



-Today in the modern day it is very rare to see a game that does not use some sort of AI engine in their game

-AI is the future and it has had its rising success but this is just the beginning of something huge

-Currently developers have already figured out ways to get AI to design their games so they do not have to start from scratch

-Some developers have also figured out ways for the NPC characters to learn and become smarter

Pros of AI in games



-AI in games makes NPC characters smarter and have a purpose that players as well as devs can take advantage of

-AI provides more interest in the game so players do not get bored so easily and will continue playing the game

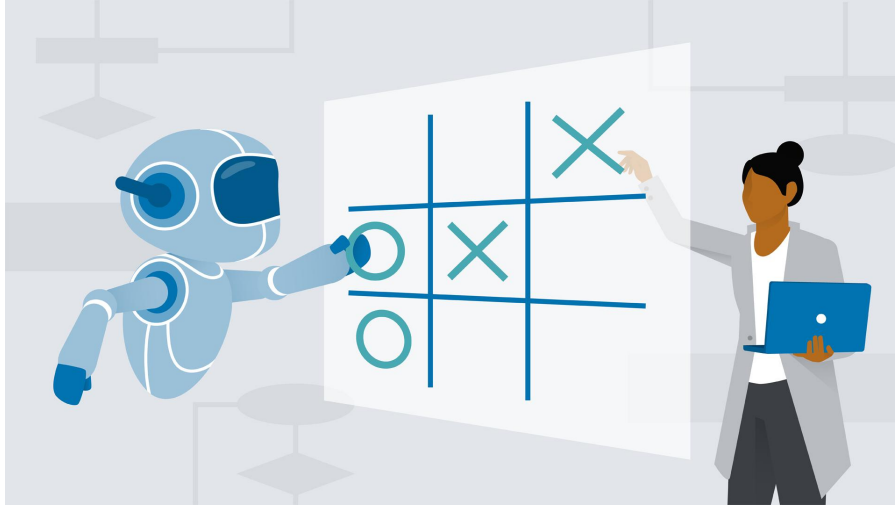
-AI also challenges the player's skill level and can be adjusted according to the preferences of the player

Cons of AI in games



- If the developer is careless and the AI is buggy software, then the game experience from the player's point of view will be really bad
- If the AI is coded too harshly then it will be impossible to win the game, same goes for if the AI is coded too easy then there is no challenge in winning the game
- If a game has too much AI dependency then the game can be too boring and lose player base

Conclusion



- It can be concluded that AI is the future in how video games will be dependent on
- Developers today are working on making NPCs more realistic and humanlike so it is more natural to the player
- AI will also be used to develop and improve games as it is smart and learns through its human counterpart

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