

AI in action: From ML models to games

July 15th, 18:00 - 21:00 CEST



PLAYERUNKNOWN Productions

Mt. Lincolnweg 38-40, 1033 SN Amsterdam



Joey Faulkner
PLAYERUNKNOWN
Productions



Alisa Dammer
Freelancer SWE,
MLE, MLOps, AI

Siân Brooke

Digital Interactions
Lab, UvA



Schedule

18.00 - 18.20 Arrival and food 🍕

18:20 - 18.30 Welcome note

18:30 - 19.00 Generating natural landscapes for Go Wayback with pysheds and ML by Joey

19.00- 19.05 Break

19.05 - 19.35 How to create 'sentient' but coherent NPC with AI by Alisa

19.35 - 19.45 Break

19.45-20.15 Playing Fair?: GenAI, Game Design, and Inclusion by Siân

20.15 - 21.00 Networking and closing

Let's start with the first talk !

Generating natural landscapes for Go Wayback with
pysheds and ML



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x



PyData
Amsterdam

Let's start with the second talk !

How to create 'sentient' but coherent NPC with AI



Alisa Dammer

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Let's start with the third talk !

Playing Fair?: GenAI, Game Design, and Inclusion



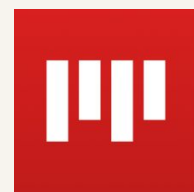
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Thank you



Joey Faulkner
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Next up with PyLadies Amsterdam

- Meetup on **August 26 hybrid**
- Meetup on **September 30 online**

Next up with PyData Amsterdam


Meetup on **September 10**
at **Xebia** in Amsterdam
with **WAI Benelux** (Women in AI)



Let's celebrate
10 years of
PyData
Amsterdam
together! 🎉



Get your
**super early
bird** tickets!



Watch the video
10 Years of PyData Amsterdam
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