



Exploring the unknown: Building agentic systems and with little data

2024

Applied AI - Martina Johannesson
April 2025 - Copenhagen











 **AEROSPACE**  **ARCHITECTURE**  **AUTOMOTIVE**  **CONSTRUCTION**
 **DEFENSE**  **ENERGY**  **ENGINEERING**
 **GAMES**  **FILM**  **GAMBLING**  **GAMES**
 **GOVERNMENT**  **LIVE ENTERTAINMENT**
 **MANUFACTURING**  **MEDICAL**
ROBOTICS  **SPORTS**  **TRANSPORT**



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1.1M

Monthly active creators
using the Unity Editor
as of June 30, 2024

3.7B+

Average downloads per month
of Made with Unity apps **



WHY TARGET PRODUCTIVITY?

Players want

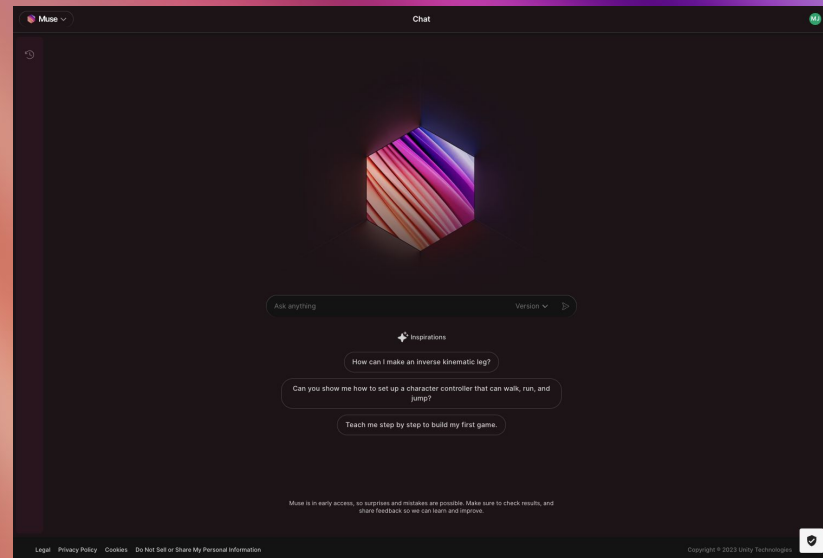
- More content
- More interactivity
- More frequent updates

Studios are faced with

- High barrier to use Unity
- Costs are high
- Resources are low

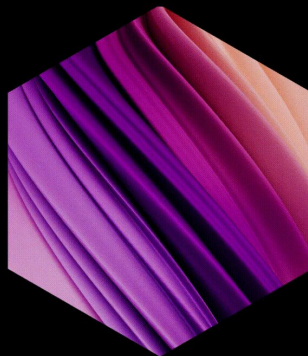
Muse Chat

"ChatGPT" for Unity





Responsibility
+ Stability

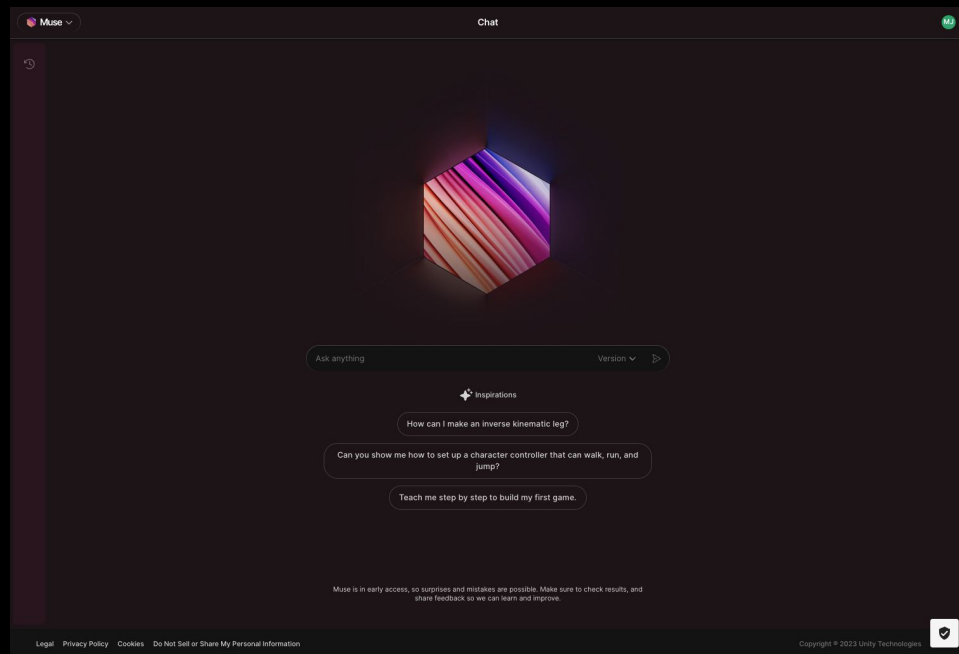


Innovation
+ Fast pace



Muse Chat

in the web





Unity



	A	B	C	D	E	F	G	H	I	J	K	L
		message	creation_date	response	sentiment	details	comments	created		GTP Summary	GPT Tags	GPT Category
1												
2		как мне реализовать пункт 4 и 5? Пример кода	2023-06-12T13:	Для реализации пунктов 4 и 5 вы можете использовать сетевые решения, такие как Unity Networking. <code>Shovel and Meme & examples</code> Here's an example of how to create an async function to retrieve a user's nickname on startup in Unity.	thumbs down					#ERROR!	#ERROR!	#ERROR!
3		create an async function to retrieve users nickname on startup	2023-06-12T15:	Apologies for the confusion. Here's the line of code to find a GameObject named "swap" and get the "SwapCharacter" script attached to it:	thumbs down	Wrong return type applied in the Retrieve function				- Retrieve function has wrong return type - Error in the return type applied in the function - The text mentions an error in a line of code	Data source issue	Data source, Bias
4		give line of code that find an object named swap and get from it a script named SwapCharacter	2023-06-12T22:	"SwapCharacter" script attached to it:	thumbs down	it gave it wrong it gave : SwapCharacter swapCharacterScript = Ge				- The incorrect line of code is missing a generic type	bad answer, too advanced answer, cut off answer	Response accuracy, Expectations
5		B vide passap: AddComponentData и AddComponent?	2023-06-12T20:	[ERROR] Error fetching streaming data.	thumbs down	Bug				- The text is about a bug - No further information is provided	UX bad, Data source issue, URL issue	UK/UI, Data source
6		Bir transformun hareketini belirl bir alan içerisinde sınırlamak istiyorum		Belirli bir alan içerisinde bir Transform'un hareketini sınırlamak için	thumbs down					- The statement is kinda but		Response accuracy, Expectations
7		Si tengo un objeto con un componente rigidbody y tiene un objeto con forma de palo como hago para que él no forme de										Response accuracy, Expectations
8		Nothing happens when the player enters the trigger?										Response accuracy, Expectations
9		Write a good player controller for the 2-D platformer.										Response accuracy, Data source
10		How do I make grass using compute shaders?	2023-06-13T10:	Internal server error.	thumbs down	The service seems quite unstable and returns errors often.				- Service is unstable - Errors occur frequently	UX bad, Data source issue	UK/UI, Data source
11		Is it correct that I would need 20 bits for a max. value of 9,999?	2023-06-13T11:	I apologize for any confusion earlier. To clarify, if you want to store integer values with a maximum value of 9,999 (i.e. 10,000 distinct values) in C#, you would need 14 bits.	thumbs down	28 bits is less than 32 bits so it is not exceeding.				- 28 bits is smaller than 32 bits - It does not exceed the value of 32 bits	too generic answer	Response accuracy, Expectations
12		Sorry I gave you the wrong script, do the same thing I asked for but in this script using UnityEngine; return Rigidbody.velocity;	2023-06-13T12:	To limit the number of instantiated chairs to the "numChairs" value, you can modify the "InstantiateChairs" method. Yes, my intention was to provide a solution that aligns with your current implementation and the "numChairs" interface. This	thumbs down	It's writing < and > as < and > as html instead of the usual C#				- Writing < and > as < and > in HTML instead of C# - The text discusses the incredible nature of something	Data source issue, URL issue	Data source, Bias
13		was that intentional by you?	2023-06-13T12:		thumbs up	Absolutely incredible it kept in mind I am trying to learn how to use i				- The author mentions that	UX good, good answer, good localisation	UK/UI, Response accuracy
14		como eu posso pegar uma string de um txt no meu repositório publico do github no unity?	2023-06-13T13:	Internal server error.	thumbs down					#ERROR!	#ERROR!	#ERROR!
15		Honestly I am quite disappointed about your answer because ChatGPT 4 can recreate the shader in Shader Graph and unity	2023-06-13T13:	I understand your disappointment, and I apologize if my previous response was not helpful. Converting the provided shader code into Shader	thumbs down	Muse is specialized in anything about Unity and can't recreate a sh				- Muse specializes in Unity but cannot provide a step-by-step tutorial for recreating a shader in Shader	UX bad, bad answer, too advanced answer, cut off answer, bad tone of voice	UK/UI, Response accuracy

AI + Excel = ❤️



AI + Excel + Human = ❤️



Our approach



Spin up independent team



Look at real user data, feedback
and reality check with human input



PIVOT!!!



“Web is not
enough -
we want it in
the **Editor!**”





**How do we know if it's
actually good?**



Benchmarks Evaluation





Start small

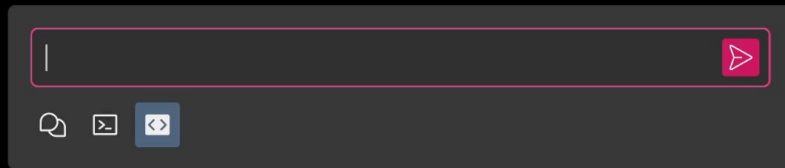
100-300
question &
answer pairs



The power of

Proof of Concepts

/code





USERS ASKED FOR

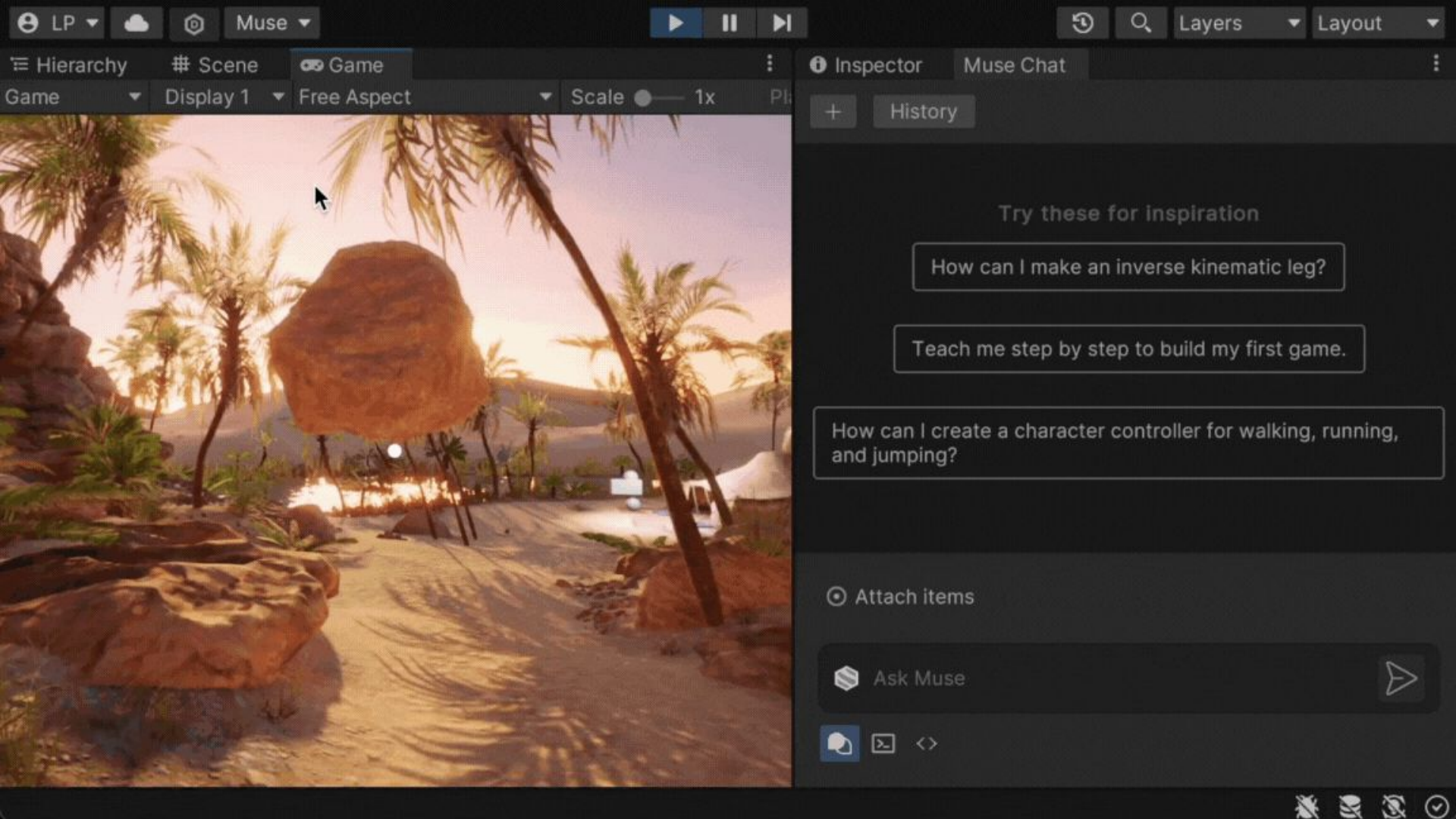
Code 😄

USERS GOT

Code 😞

USERS GET

Code 🤩







Thank you, ... now questions!



Stay in touch on LinkedIn!
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