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The ultimate goal of simulation games is to make the game as realistic as possible, and modern graphical technologies have provided simulation games a shortcut to reach such a goal. However, the “people” in simulation games play an even more important role, because only covering an AI with human skin does not make it act like a real person, though it might look like one. But FIFA by EA has made their AIs act just like real people, real football players. After generations of perfection, FIFA18 now has one of the most advanced AIs among all games. With one controller controlling the whole team of eleven, the great positioning of the AI teammates just makes the coordination of the team as smooth as a real football game.

In football, there is a skill called push-and-run, which means quickly laying the ball off to a teammate and running past the marking tackler to collect the return pass, and when I play FIFA on Xbox one, the controls for a push-and-run are LB + A and A. This action requires an AI teammate to perform, but I have never worried about finding one if needed, since my AI teammates move according to both the formation of the team and the player I’m currently controlling. For example, if my team’s formation is 4-3-3 and I am controlling my CF in opponent’s half of field, I will normally have two AI teammates running close to the same pace as mine on both left and right side of me, so I could perform a push-and-run with either one of them; if I’m playing a midfielder, I could find my three teammates LF, CF, and RF ahead of me, so I could pass the ball to them, and I could have more options like passing a through ball to one of them, and what’s surprising is that the AI “knows” it’s a through ball so he would wait for the ball to be passed to prevent offside and, once the ball has passed, speed up against his defendant to get the ball.

No only the AIs are smart in attack in FIFA, but, as defendants, they are also experts. For instance, In a corner kick, the defendants would choose an appropriate position to prevent opponents from scoring, and they would also predict the altitude and locus of the flying ball to make a move and decide whether using his head or foot to clear the ball, and all the actions are performed by AIs, in case the player cannot react to the ball quick enough.

With over twenty years of revolution and reformation, the FIFA series is nowadays the biggest title in football games, and thanks to EA’s leading technology in AI system that makes playing a “team” game by oneself come true.