

International conference on

# Artificial Intelligence, Robotics & IoT

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## The way AI & Robotics has changed the gaming world

AI and Robotics have influenced the way games are designed and played over the past decades, from the early days of scripted behaviour to procedurally created content up to player modelling via neural networks and evolutionary algorithms. We take a brief look at AI and Robotics in games, player models and modern game turing tests with deep reinforced learning, which changed and keep changing the way we interact with, design and test games. Today's cognitive services such as speech recognition, natural language understanding and computer vision among others have already led to amazing success with difficult games such as Go and StarCraft, although winning still poses a challenge regarding the latter, for now.

### Biography

Alexander is a game industry veteran with a background in Linguistics and Philology as well as Programming and Quality Assurance. He is currently a Test Manager at Blizzard Entertainment. In the early 90s Alexander did a three year apprenticeship and became a state certified programmer in Germany, then went on to study German Linguistics and English and American Philology at the FAU in Erlangen-Nuremberg, before entering the gaming industry and Quality Assurance in particular. In his capacity as a Test Manager, his work includes evaluating, exploring test automation opportunities in regards to creative Localization QA.

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