

Generative AIs for Games

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Generative AI for Game

- Game Design and Development Process
- As a Part of the Game

Generative AI for Game

Game Design and Development Process

- Ideation
- Prototyping
- Content generation
 - Graphical assets
 - Narrative elements
- Game Testing
- PR/Marketing/etc.

Generative AI for Game

As a Part of the Game

- As a Game Engine
- Procedural Content Generation (PCG)
- New Game Mechanics

Generative AI for Game

As a Part of the Game

- **As a Game Engine**, e.g., text-based adventure game, visual novel
 - Prompt-based Game
- Procedural Content Generation (PCG)
- New Game Mechanics/Features

Generative AI for Game

As a Part of the Game

- As a Game Engine
- **Procedural Content Generation (PCG)**, e.g., dynamic storyline, narrative generation
- New Game Mechanics/Features

Generative AI for Game

As a Part of the Game

- As a Game Engine
- Procedural Content Generation (PCG)
- **New Game Mechanics/Features**
 - Accessibility, e.g., automatic translation
 - Personalization, e.g., automatically adjust dialogue to user behaviors

Risks, Biases, and Ethical Considerations

- Biases
 - Datasets
 - Alignment process
- Misuses
- Adversarial attacks
- Accessibility
- Misinformation
 - Hallucinations (confabulation)