GDC 2009
University of Alberta GAMES Group

APRIL 2, 2009 | NATHAN STURTEVANT & DUANE SZAFRON

SAN FRANCISCO

CAREER PAVILION

MAIN EXPO FLOOR

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INDEPENDENT GAMES FESTIVAL
REGULAR AND STUDENT FINALISTS
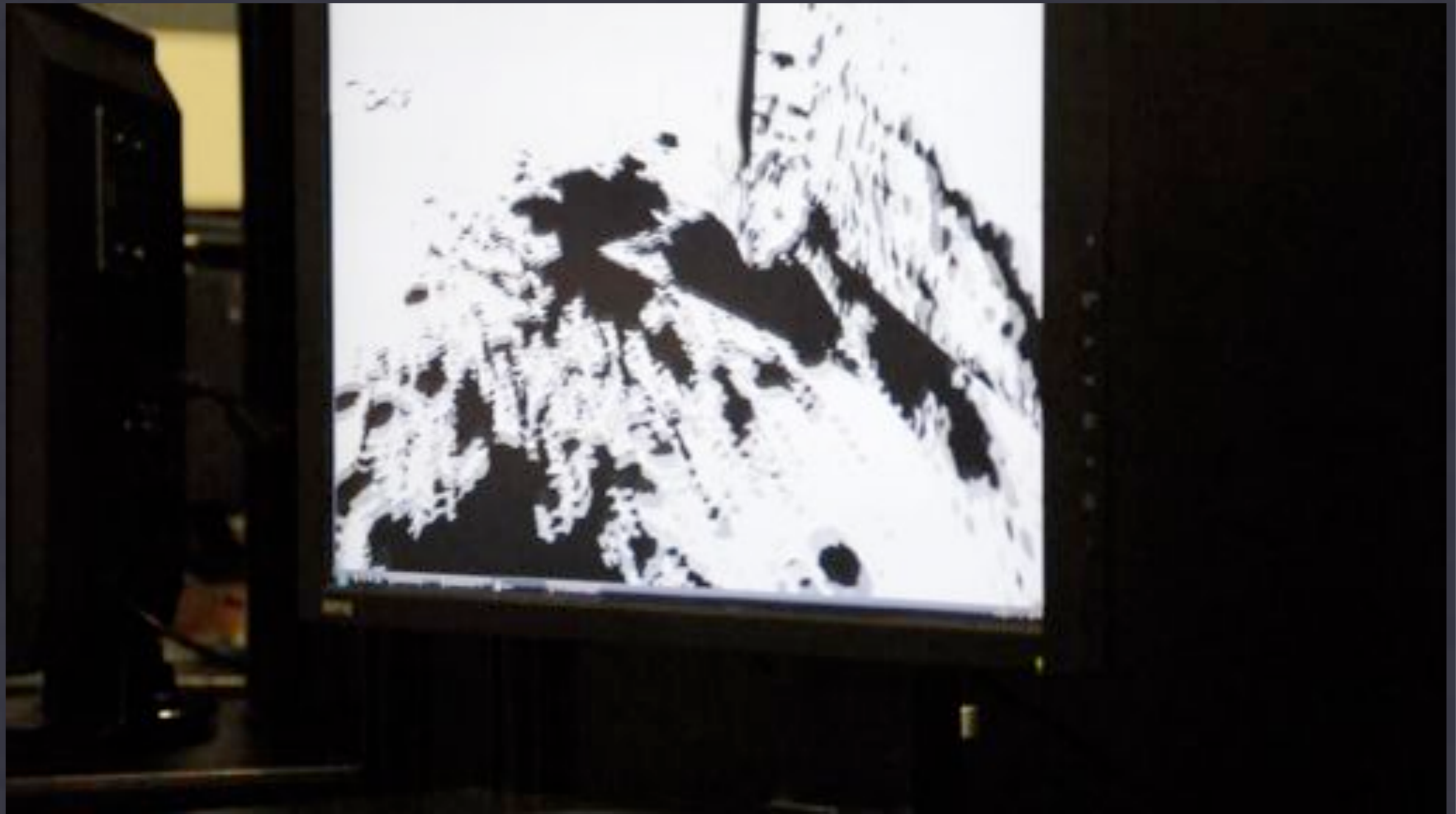
ZEIT²

"INNOVATION GERMAN ARCADE SHOOTER"
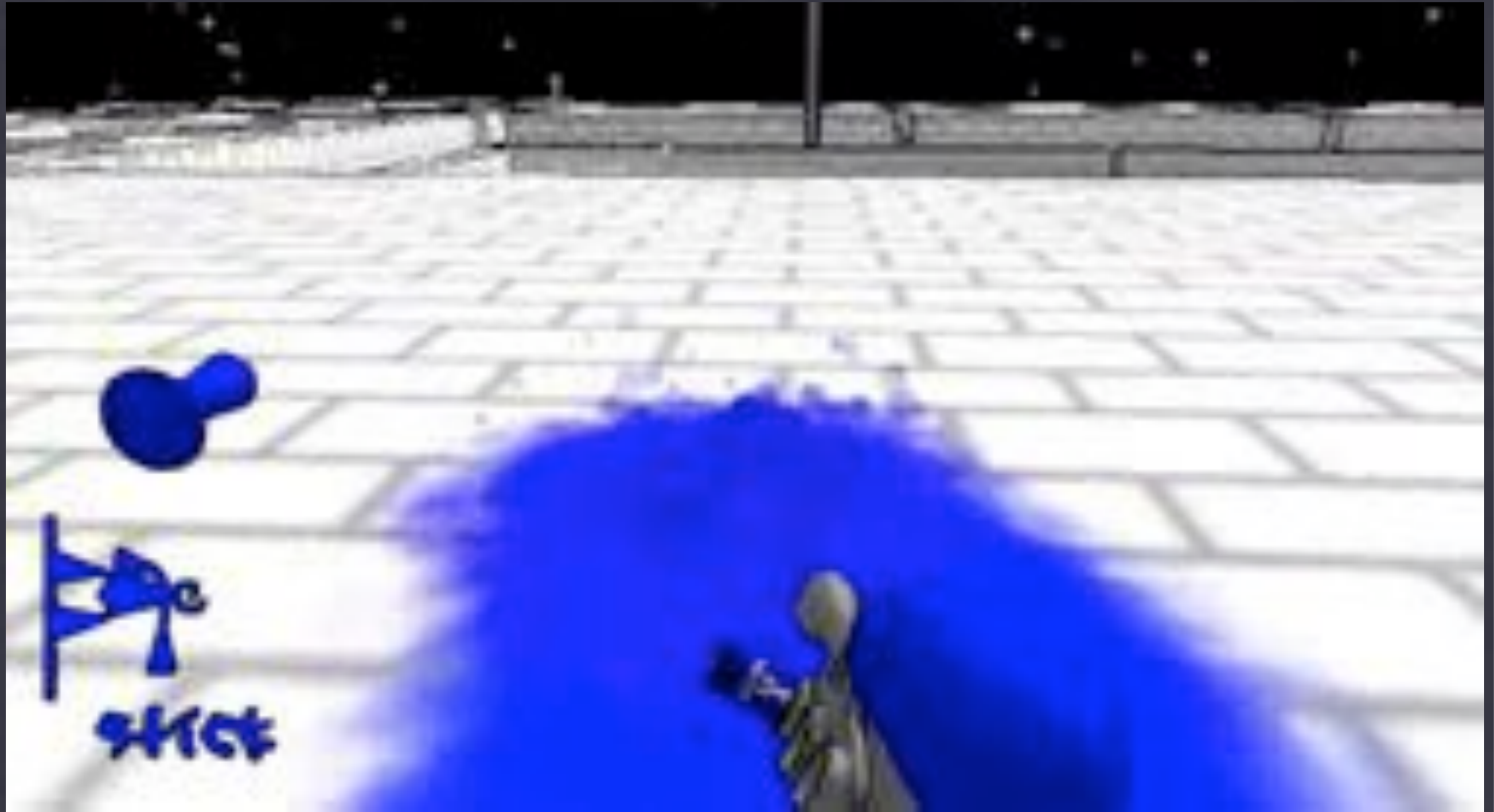
ZEIT²

"INNOVATION GERMAN ARCADE SHOOTER"

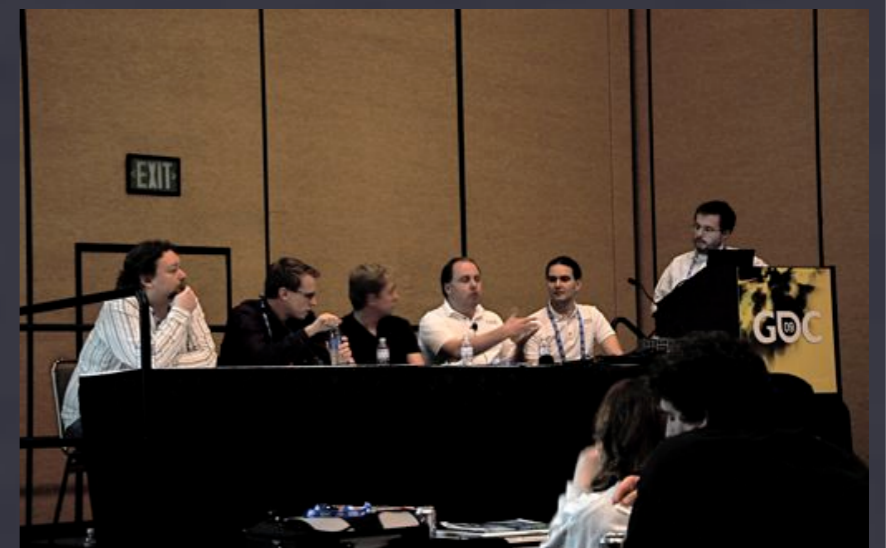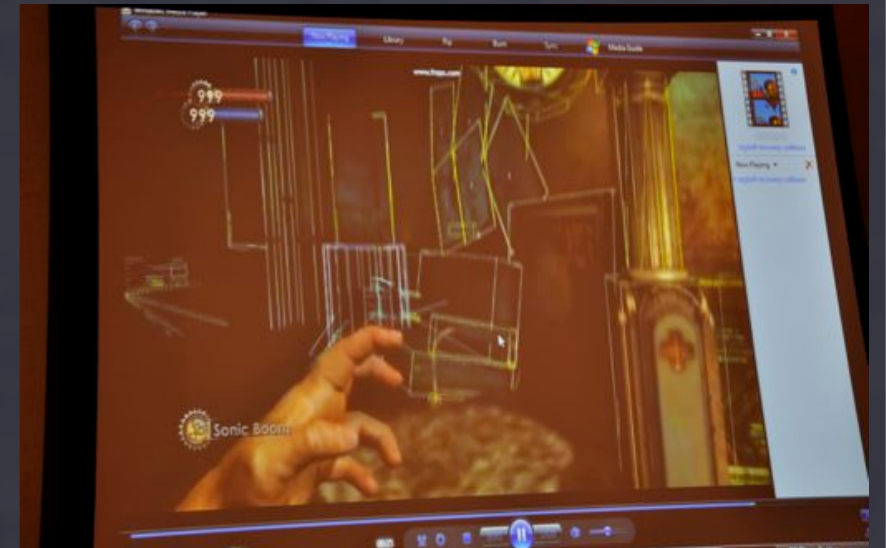# THE UNFINISHED SWAN

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THE POWER OF PAINT

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2-DAY AI SUMMIT
AI PROGRAMMERS GUILD

- What should Game AI developers know
- Animating Complex Worlds
- Postmortems: Spore, GoW2, BioShock
- Relationships Between AI and Designers
- Solving Pathfinding
- Next Steps Towards Human AI

AI SUMMIT TALKS: DAY 1

- Modeling individual personality, mood, and emotion
- When good AI goes bad: testing & debugging
- AI Architecture and Design Patterns (GTA design talk)
- The Photoshop of AI
- Knowledge Representation
- Parallel Programming

AI SUMMIT TALKS: DAY 2