Ai in Multiplayer Games

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AI in Multiplayer Games
AI so Playing Online Doesn’t Suck

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A Hammer
What does AI do?

- Play against people (1 v 1)

What have we learned about games by doing this?

What new/better game experiences are possible?
For whom?
What does AI do?

- Play against people (1 v 1)
- Make stuff for people (1 person)

What have we learned about games by doing this?

What new/better game experiences are possible?

For whom?
Why do people play?


What’s a (competitive) multiplayer game about?

- Mastering a space of “content”
  - fighters, maps, weapons, cards
  - E.g., CS: Go, LoL, Street Fighter, Hearthstone
- “The Meta”
- Team coordination
- Climbing the ladder
- Mentoring, coaching, learning
- Chatting and communication
What’s the problem?

- Where’s the AI for managing multi-party interactions?
  - team vs team
  - player vs player vs player vs …
  - MMO / stable social world
  - board game negotiations

- How support the full range of (cooperative | competitive) behavior?
  - arranging matches, tournaments, seasons, leagues
  - sparring, training, practicing, spectating
  - mentoring, coaching
  - match/team/strategy analysis

- How address long-term, ongoing social relationships?
  - Evolution of chess strategies (cyborg chess?!)”
  - “The Meta” (League of Legends, Hearthstone, …)

- How does AI interface with player communities?
  - long-term rival/buddy
  - guilds / teams
  - forums
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- Replay analyzers
- Long-term, cross-game bot buddies
  - (read: not just hacking for profit)
- Friend & team matchmaking
- Tournament arrangers
- Team captains
- Ranking algorithms
- Personalized coaches
- Chat moderators
- Community managers
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Example Topics
- Replay analyzers
- Long-term, cross-game bot buddies
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Thanks!

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