

# 1<sup>ST</sup> GAMES TECHNOLOGY SUMMIT

## High Impact Trends in Games - AI in Natural User Interfaces

Roland Klemke  
Martin Lorber  
Sebastian von Mammen



# CLASH OF REALITIES

11th International Conference on the Art,  
Technology and Theory of Digital Games

Games Technology Summit

Part I | November 18-19, 2020 | all digital  
Part II | July 7, 2021 | all digital

<https://clashofrealities.com/2021/>

# #GTS2021



# GAMES TECHNOLOGY SUMMIT

## ORGANIZERS



Roland Klemke



Martin Lorber



Sebastian von Mammen

<https://clashofrealities.com/2021/>

# GAMES TECHNOLOGY SUMMIT

Artificial Intelligence (AI), Machine Learning (ML) and Natural User Interfaces can provide more intricate, authentic, entertaining, immersive and fun experiences in games. We are going to discuss

- Their impact on the games industry, and
- Scientific, state-of-the-art ideas and approaches.

**GTS aims at exploring scientific and technological trends in the field of games and their applications**

# GTS2021 PROGRAMME

15:00 – 15:15 *Welcome & Introduction,*  
Roland Klemke, Martin Lorber, Sebastian von  
Mammen

15:15 – 15:45 *A Framework for Interactive,  
Autonomous and Semantic Dialogue Generation in  
Games,* Richard Davies, Carlo Harvey, Nathan Dewell

15:45 – 16:15 *Immersive Multimodal  
Environments for Psychomotor Skills Training,* Khaleel  
Asyraaf Mat Sanusi, Roland Klemke

16:15 – 16:45 *Immersive Game  
Technologies for Innovative Education - A Method for  
Experimental Interdisciplinary Technology Transfer,*  
Melina Rose, Khaleel Asyraaf Mat Sanusi, Roland  
Klemke

16:45 – 17:15 Coffee Break

17:15 – 17:45 *ML Matchmaking Models:  
Enhancing Prediction With Artificial Player Data,*  
Tomasz Korbak, Przemysław Chojecki, Michał  
Dąbrowski, Marcin Wardaszko

17:45 – 18:15 *Overlapping Architecture:  
Implementation of Impossible Spaces in Virtual  
Reality Games,* Rafael Epplée, Eike Langbehn

18:15 – 18:45 *Interactive Self-Assembling  
Agent Ensembles,* Samuel Truman, Sebastian von  
Mammen

18:45 – 19:00 Coffee Break

19:00 – 19:30 *Industry Talk: Generative  
Content Creation in Open World Games,* Han Liu

19:30 – 20:00 *Industry Talk: Deep Learning  
for Character Animation and Control,* Sebastian  
Starke

<https://clashofrealities.com/2021/>

# 1<sup>ST</sup> GAMES TECHNOLOGY SUMMIT

## High Impact Trends in Games - AI in Natural User Interfaces

Roland Klemke  
Martin Lorber  
Sebastian von Mammen



Part I | November 18-19, 2020 | all digital  
Part II | July 7, 2021 | all digital

# CLASH OF REALITIES

11th International Conference on the Art,  
Technology and Theory of Digital Games

Games Technology Summit

<https://clashofrealities.com/2021/>

## #GTS2021

## ENJOY THE PROGRAMME!

