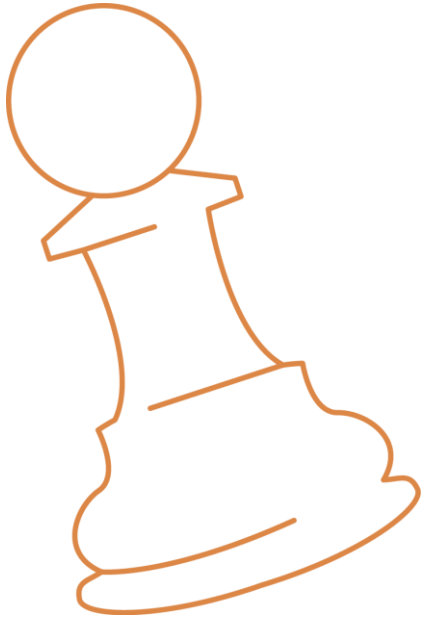
VIDEOGAME & ARTIFICIAL INTELLIGENCE

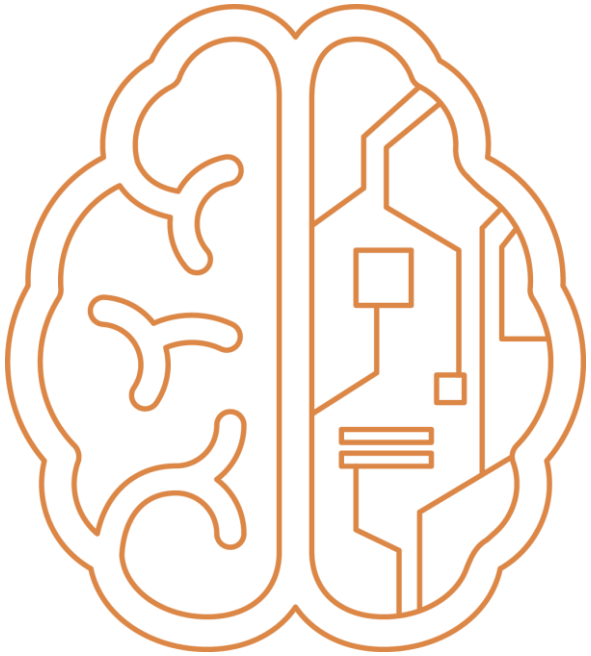
20 YEARS OF INNOVATION IN MONTRÉAL

2018
MODERN AI
OPEN WORLDS



GAME

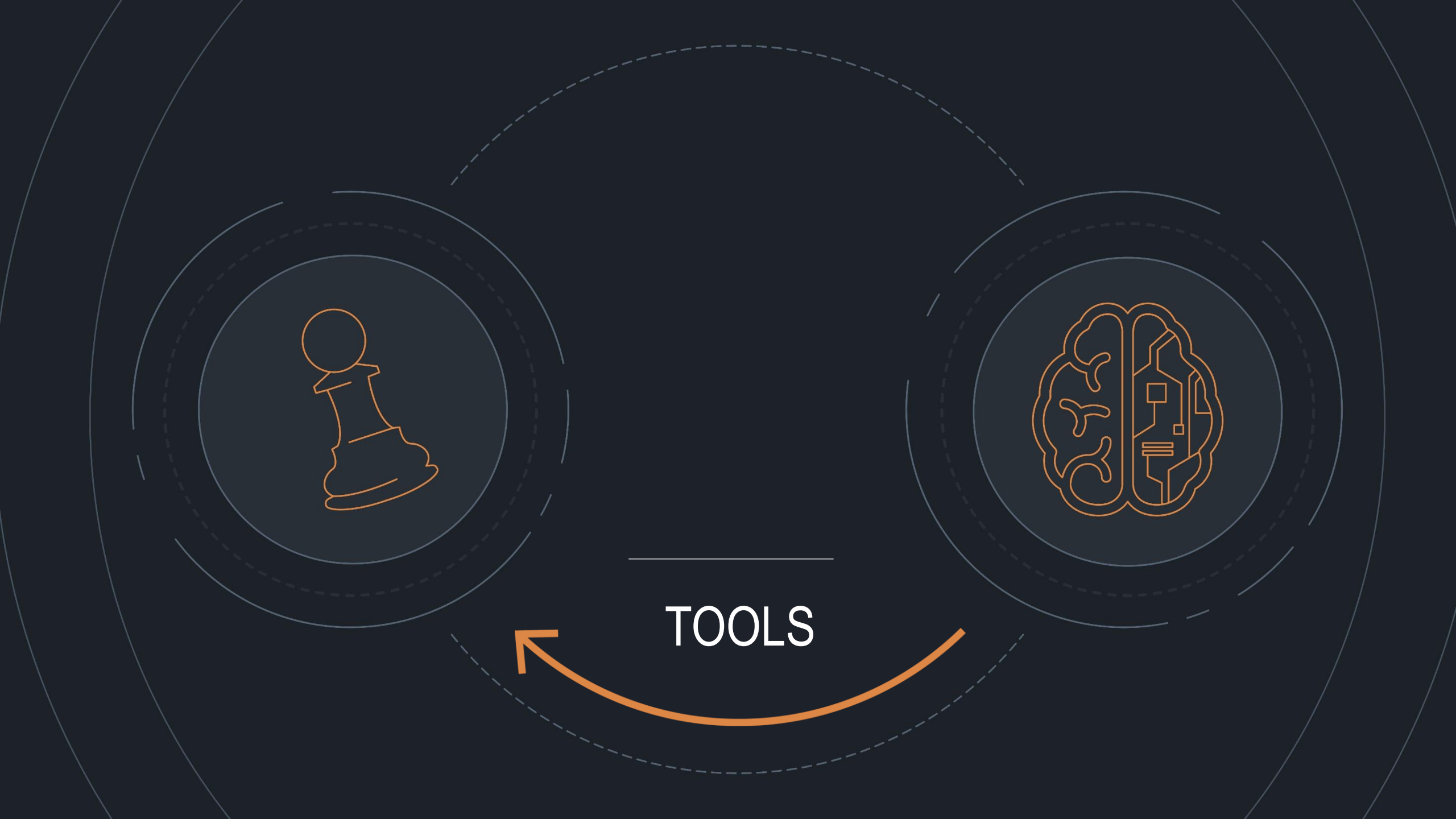
SKILLS DEVELOPMENT

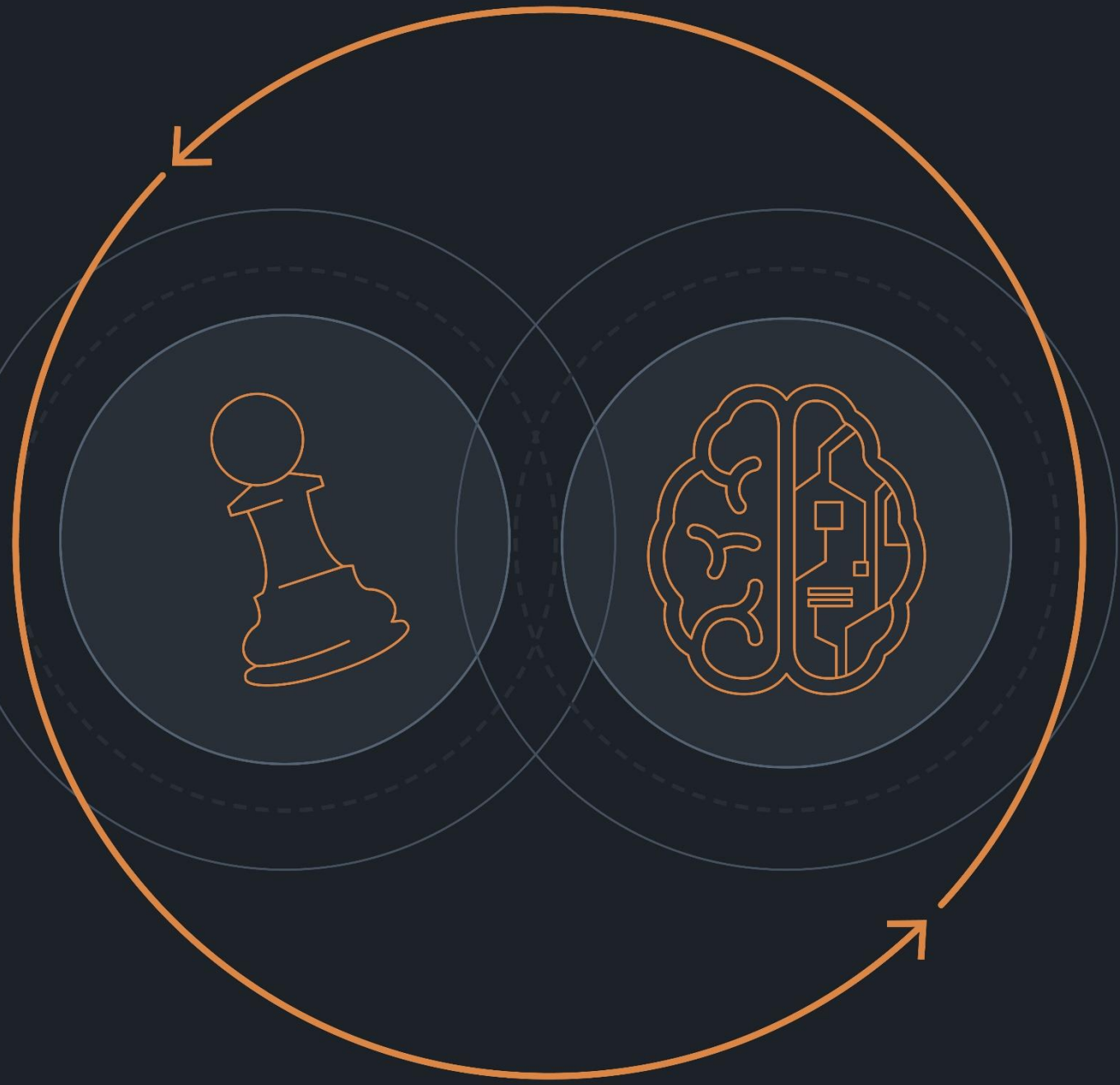


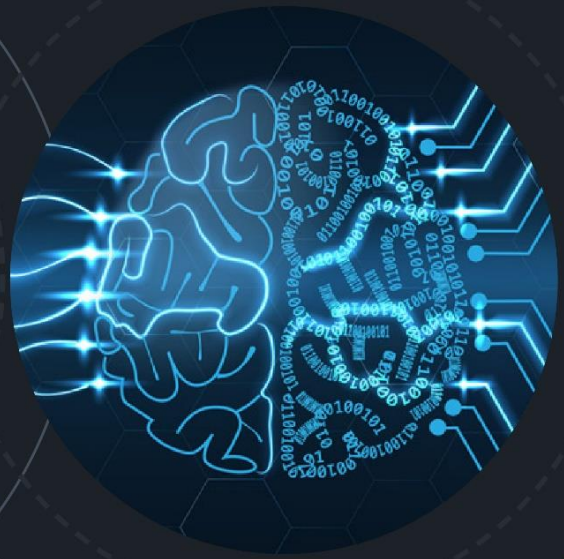
AI

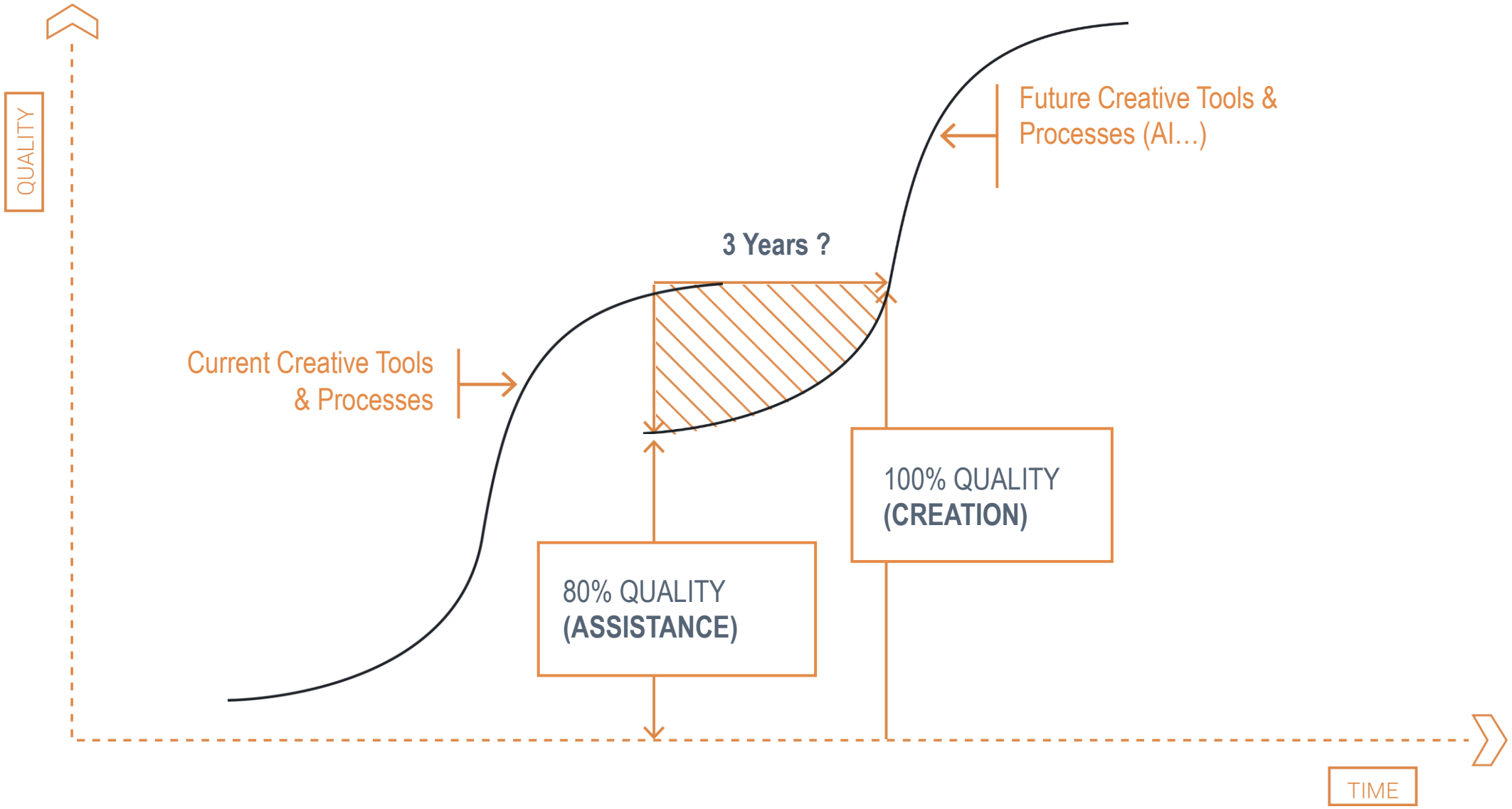
HUMAN GRADE DECISION MAKING

BENCHMARK


TOOLS

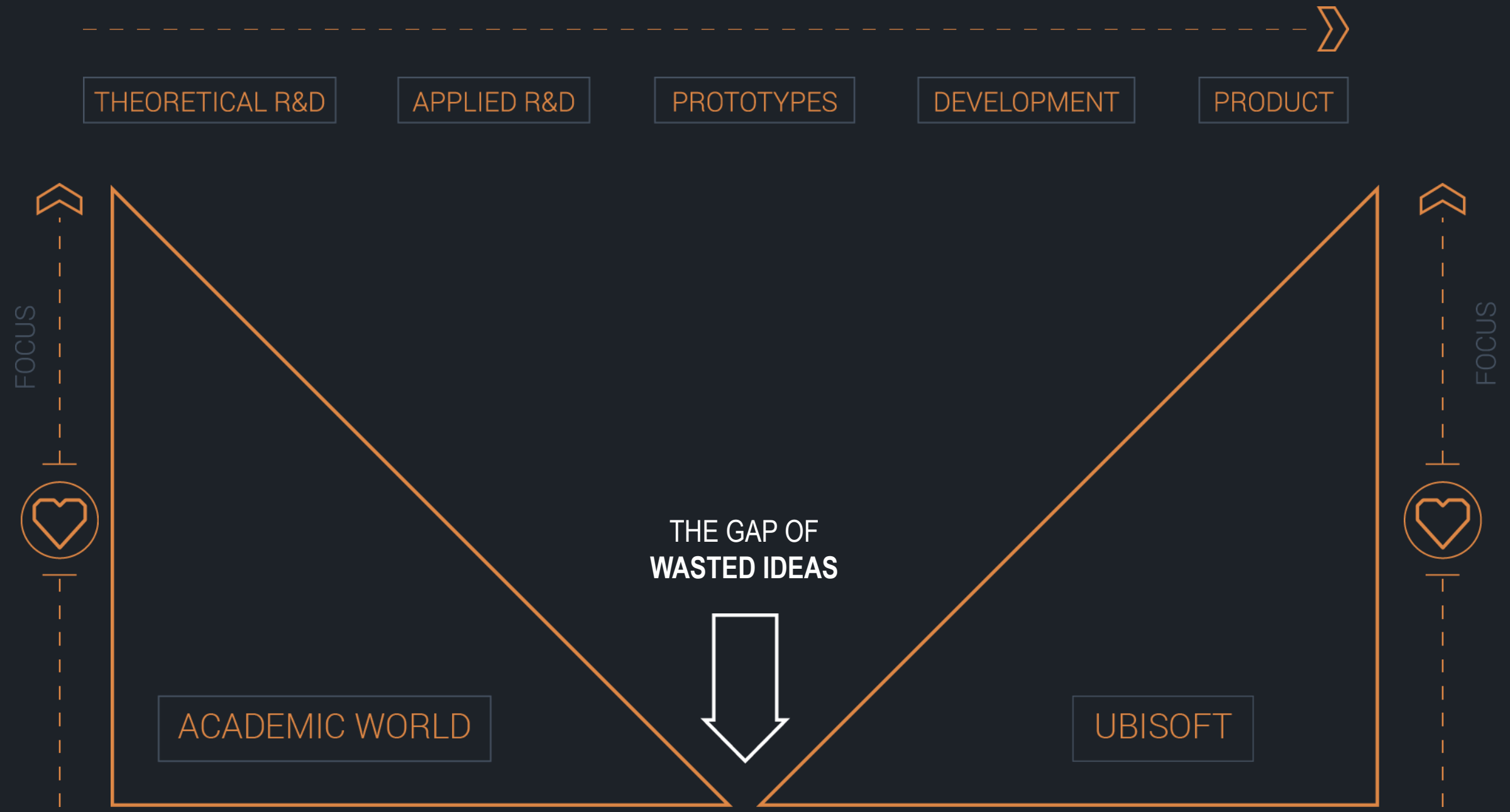


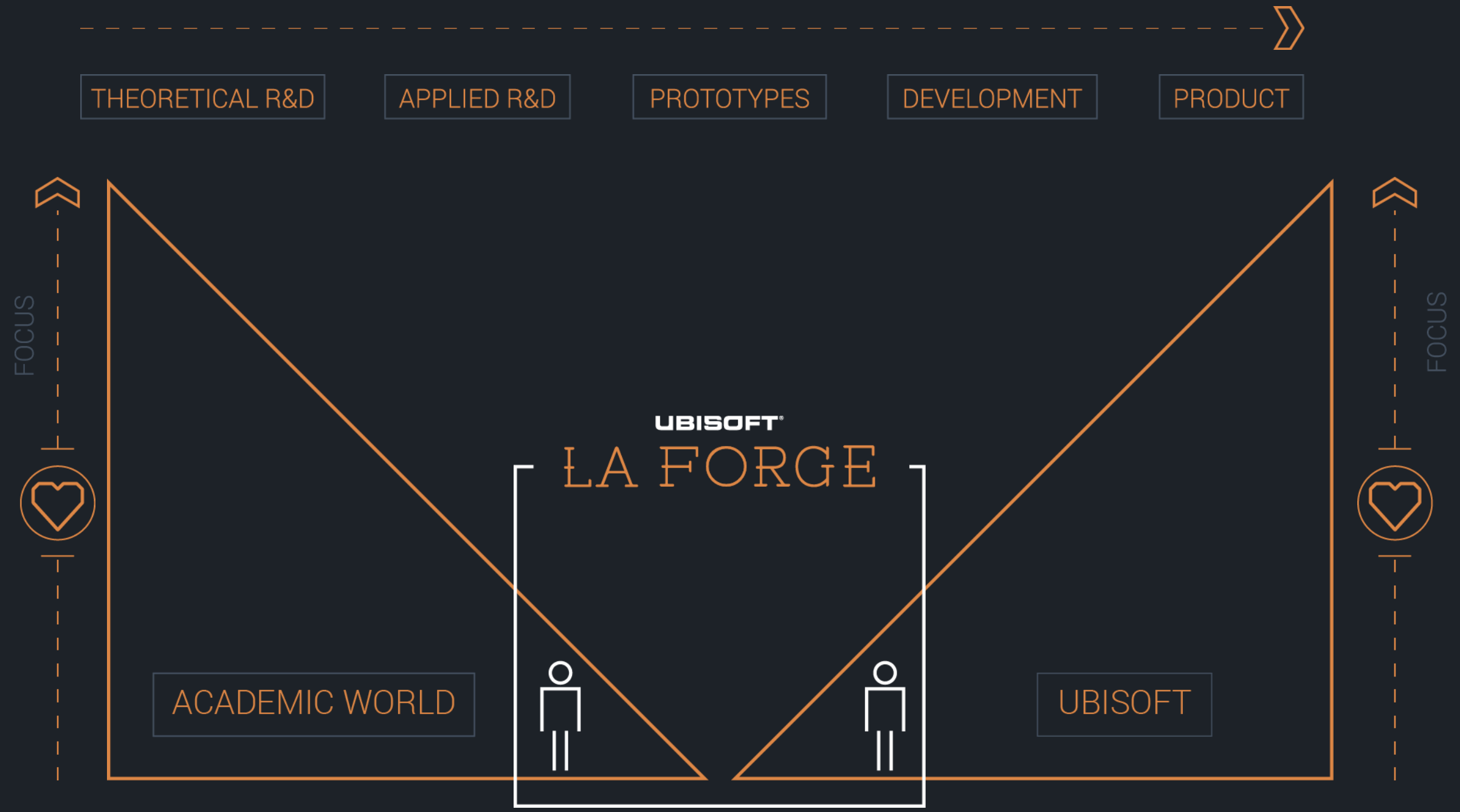



QUALITY
Future Creative Tools &
Processes (AI…)
3 Years ?
Current Creative Tools
& Processes
100% QUALITY
(CREATION)
80% QUALITY
(ASSISTANCE)
TIME

- GAME ENGINES AS SIMULATORS OF THE REAL WORLD

- GREAT AMOUNTS OF RICH AND RARE DATA

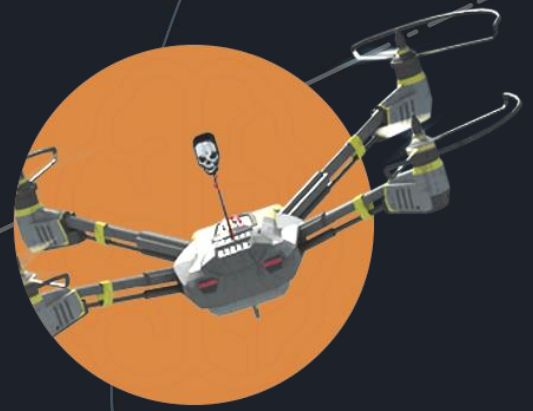

THEORETICAL R&D
APPLIED R&D
PROTOTYPES
DEVELOPMENT
PRODUCT
FOCUS
FOCUS
THE GAP OF
WASTED IDEAS
ACADEMIC WORLD
UBISOFT


THEORETICAL R&D
APPLIED R&D
PROTOTYPES
DEVELOPMENT
PRODUCT
FOCUS
FOCUS
UBISOFT
LA FORGE
ACADEMIC WORLD
UBISOFT

- AI DEVELOPMENT
  - USE GAME **WORLDS SIMULATIONS** TO DEVELOP REAL LIFE AI TECHNOLOGY

- AI AUDIT :
  - USE GAME **WORLDS SIMULATIONS** TO TEST PREDICTIVE AI BEHAVIOUR UNDER DIFFERENT SCENARIOS

DEVELOPMENT OF AUTONOMOUS VEHICLES



INFINITE POSSIBILITIES

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LA FORGE

LAFORGE@UBISOFT.COM
@yvesjacquier