

Sociality and Individuality

Richard Evans

Game Designer & AI Specialist



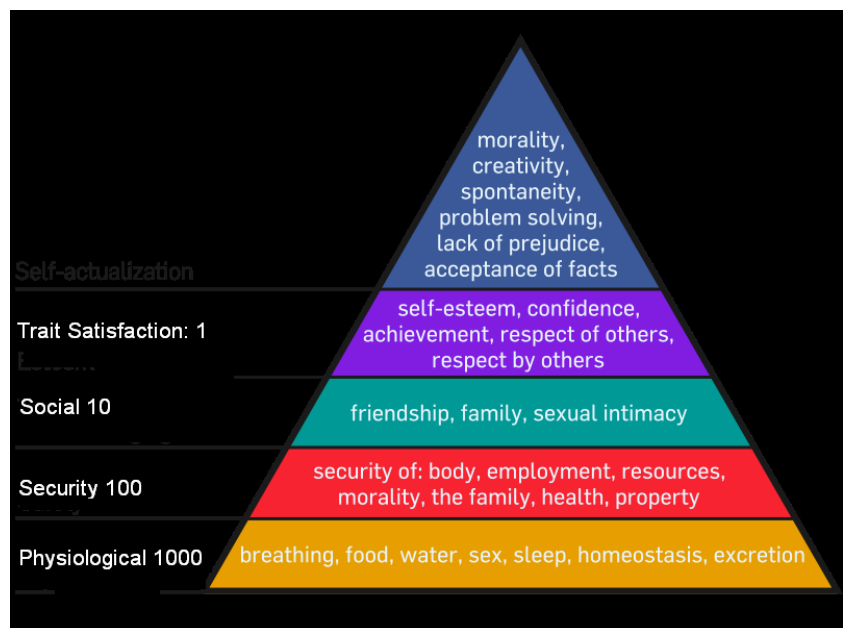
Tuesday, December 13, 2011, 16h-17h

Goldsmiths College, New Academic Building, 3rd floor, NAB 314

www.gold.ac.uk/find-us/

The central theme of the talk is that interactive drama emerges when we place individual characters in social situations: **drama = sociality + individuality**. Richard will give a host of examples from his previous work including social situations and individuals in *The Sims 3*, *Sim Philosopher*, and *Little Text People*.

Topics to be covered: (1) need for concurrent communicating social practices in people simulations; (2) advantages of a declarative representations of state over procedural languages (e.g. ABL); (3) formal theory of Exclusion Logic: syntax, semantics, decision procedure; (4) how to attach dynamic processes to the declarative state; (5) show a system working in a real-time multiplayer game.



Seminar — CGE

www.gamesgoldsmiths.com

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