

Graal: Intelligence for Video Games and Robotic Games

Background

Ageod's video game programmers want to be able to incorporate advanced artificial intelligence into their future games, and give players the ability to help this intelligence evolve over time. Meanwhile, POB-Technology's educational robotic game developers are looking for behavioral intelligence that can be manipulated directly by non-expert users through fun, user-friendly interfaces.

The Graal project will address both of these challenges as it aims to develop autonomous behavioral intelligence—the core competency of both Probayes and INRIA-e-Motion—for use in video games and moving robots.

Innovation

The Graal project aims to create a universal behavioral platform based on the probability calculations used by Probayes and INRIA-e-Motion for many complicated automatic decision-making systems in the manufacturing industry. This platform will let developers build behavioral modules that are both robust and easy to program.

Graal will also design special interfaces for the developers of video and robotic games, as well as interfaces for end users (players, fans, and students) enabling them to manipulate these objects' behavior.

Partners

SME

Ageod - POB Technology - Probayes

Research laboratories

INRIA Grenoble

Key figures

Budget: €0.97 million

Duration: 24 months

Human resources allocated: 11.16 FTE

