

# AI for its Own Sake

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# AI Serving Fiction

- Strives to achieve suspension of disbelief
- Best when invisible



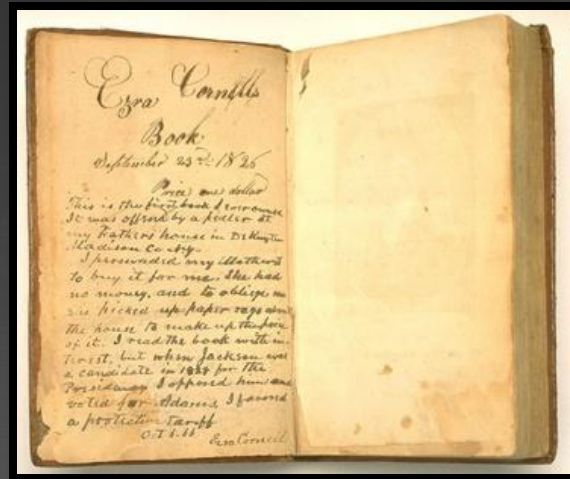
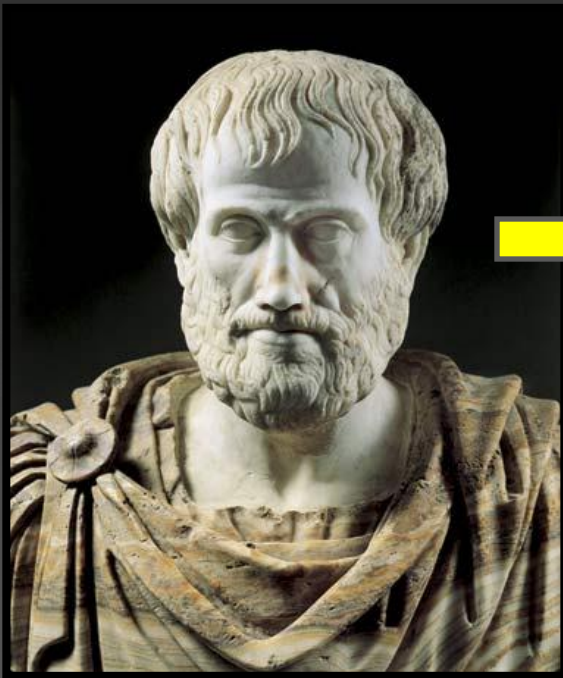
# AI Serving Fun

- Strives for accessibility
- Empirical



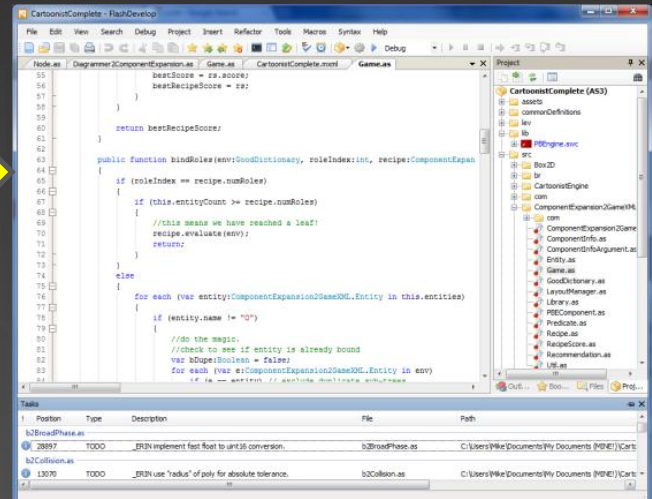
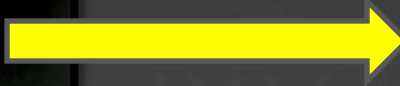
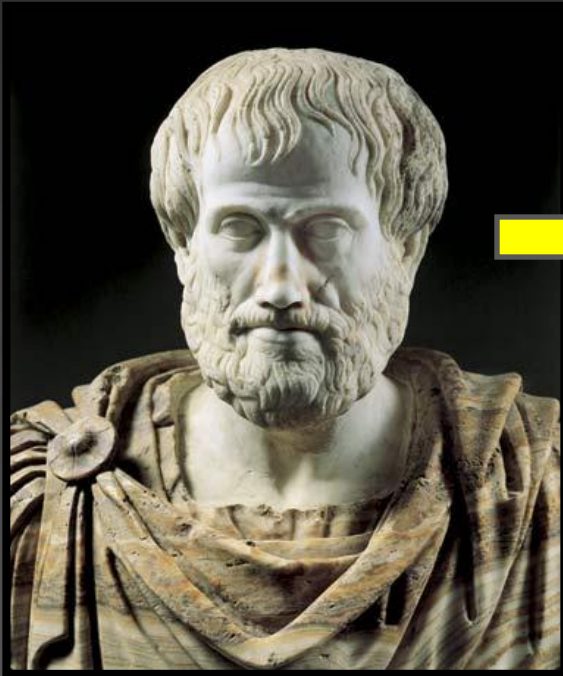


# Programs are Theories

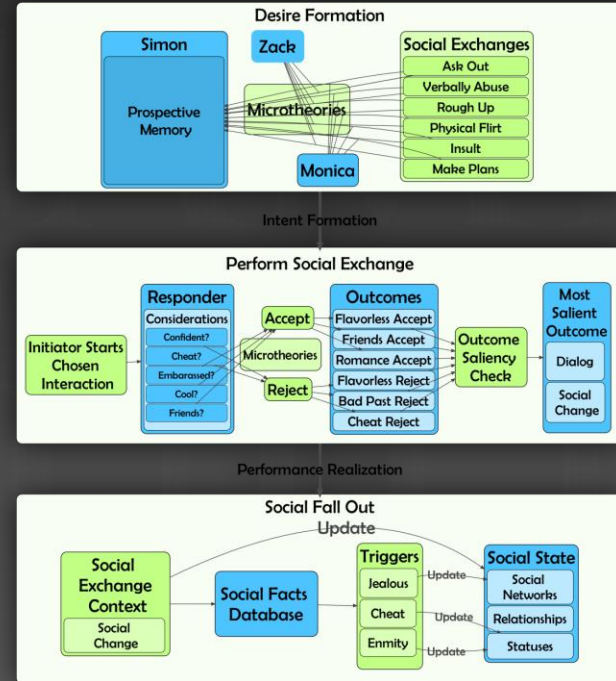




# Programs are Theories



# Prom Week is a Theory of Social Interaction



# AI for its Own Sake

- Strange behavior isn't necessarily failure
- The architecture is the point
- Meant to be visible
- Not empirical



# What about Players?



# Be Artists

- Let's figure out how to share what we love!



# More Games about AI Please!

Thanks!

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