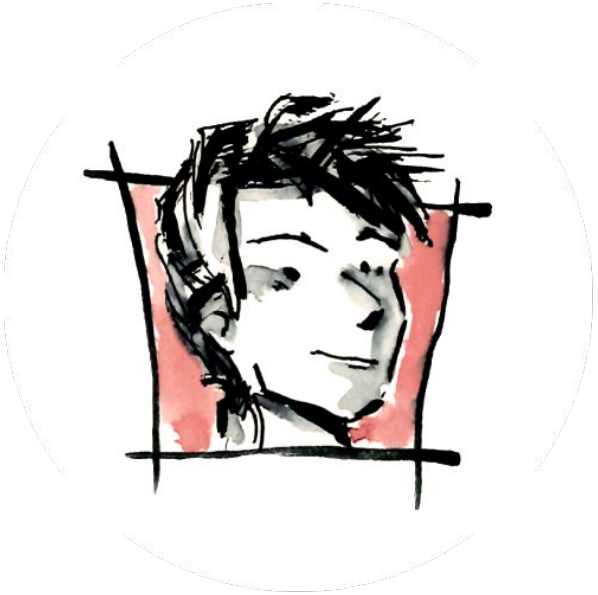
GDC
Chatbot Game Manifesto
Emmanuel Corno
Freelance game designer
GAME DEVELOPERS CONFERENCE® | MARCH 19–23, 2018 | EXPO: MARCH 21–23, 2018 #GDC18
UBM

Hi!



Emmanuel Corno

Game & narrative designer

emmanuel.corno@gmail.com

@Yakkafo

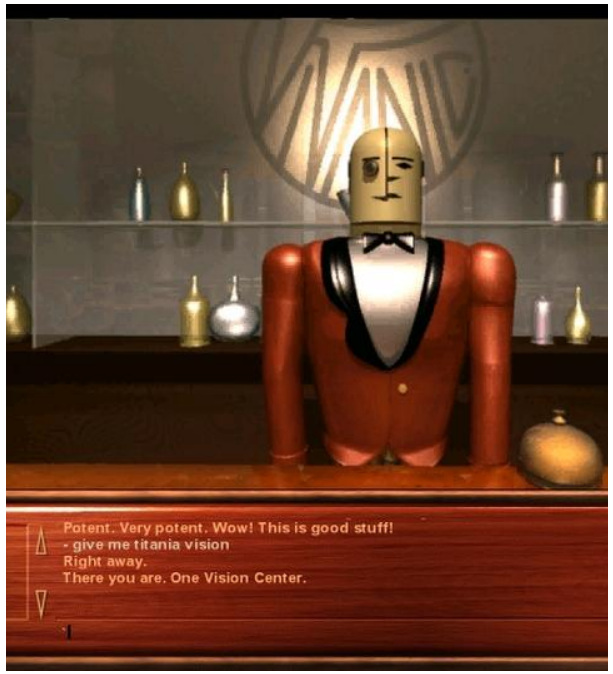
event[0]

Event[0]

FINALIST
WINNER
FINALIST
OFFICIAL SELECTION
event[0]
WINNER
FINALIST
FINALIST
FINALIST

Chatbot Games

Chatbot games

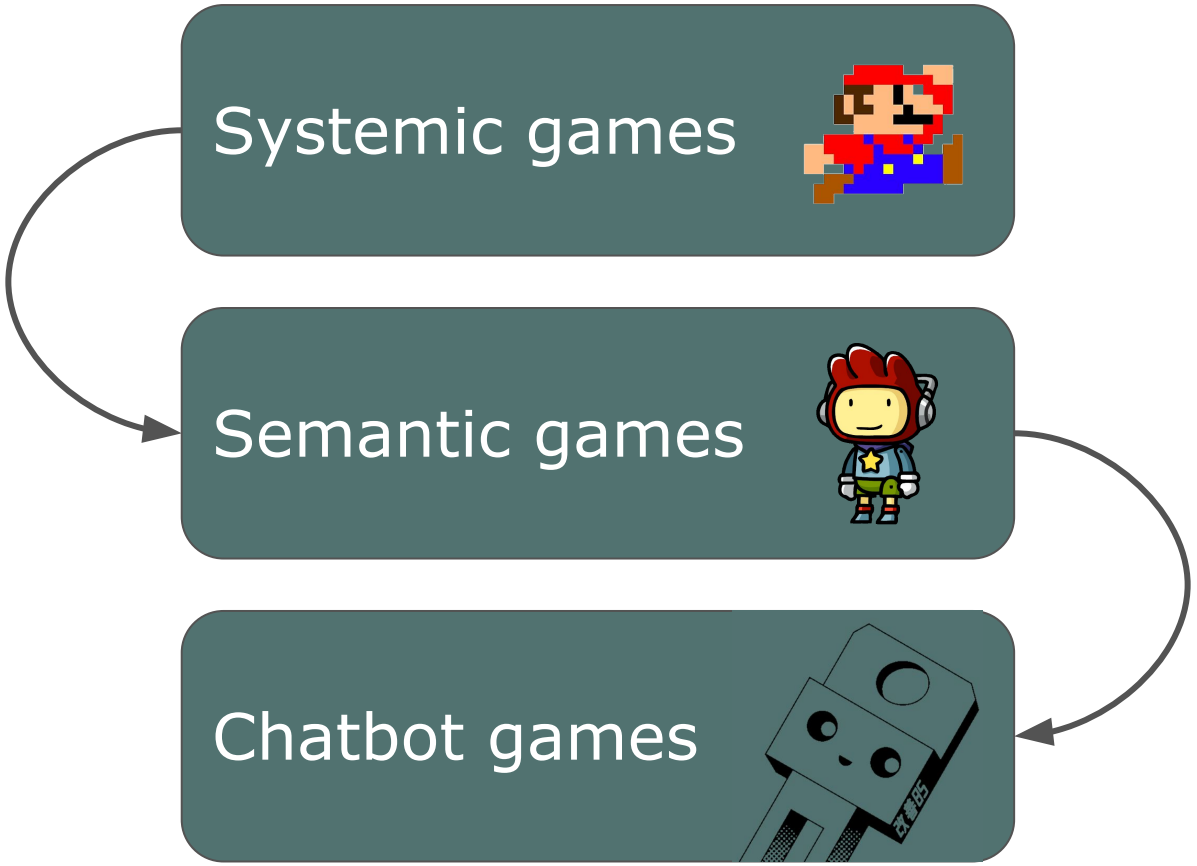


Starship Titanic (1998)

Façade (2005)

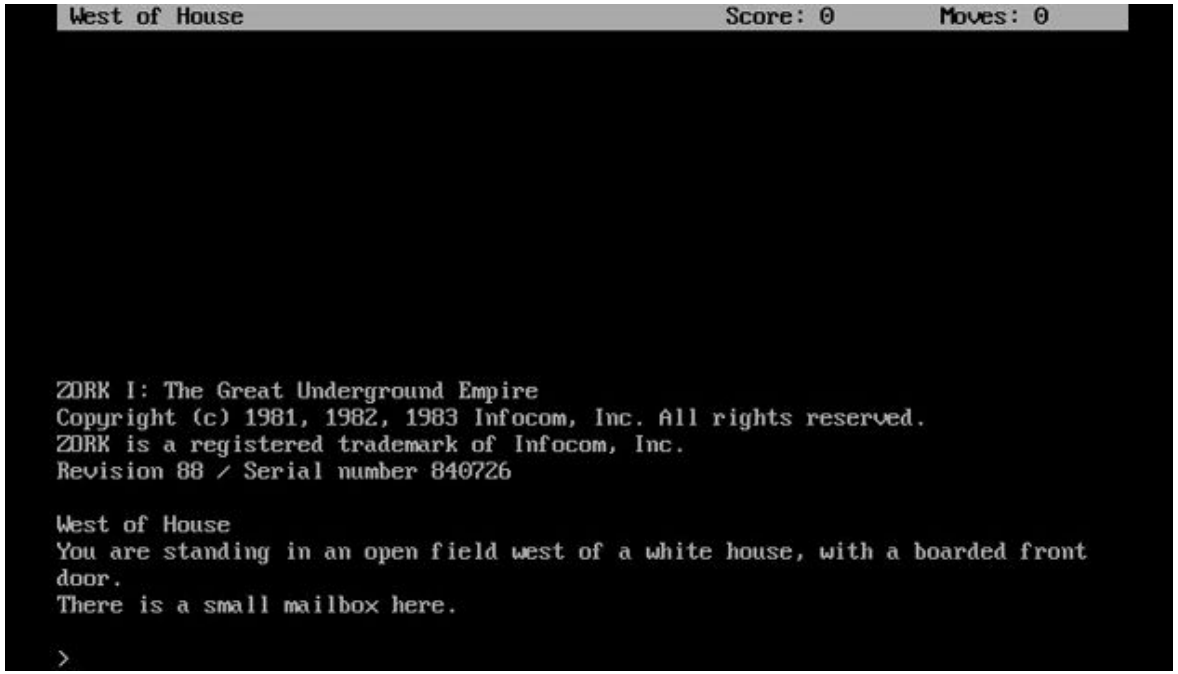
A small talk at the back of beyond (2013)

Semantic games



Legacy

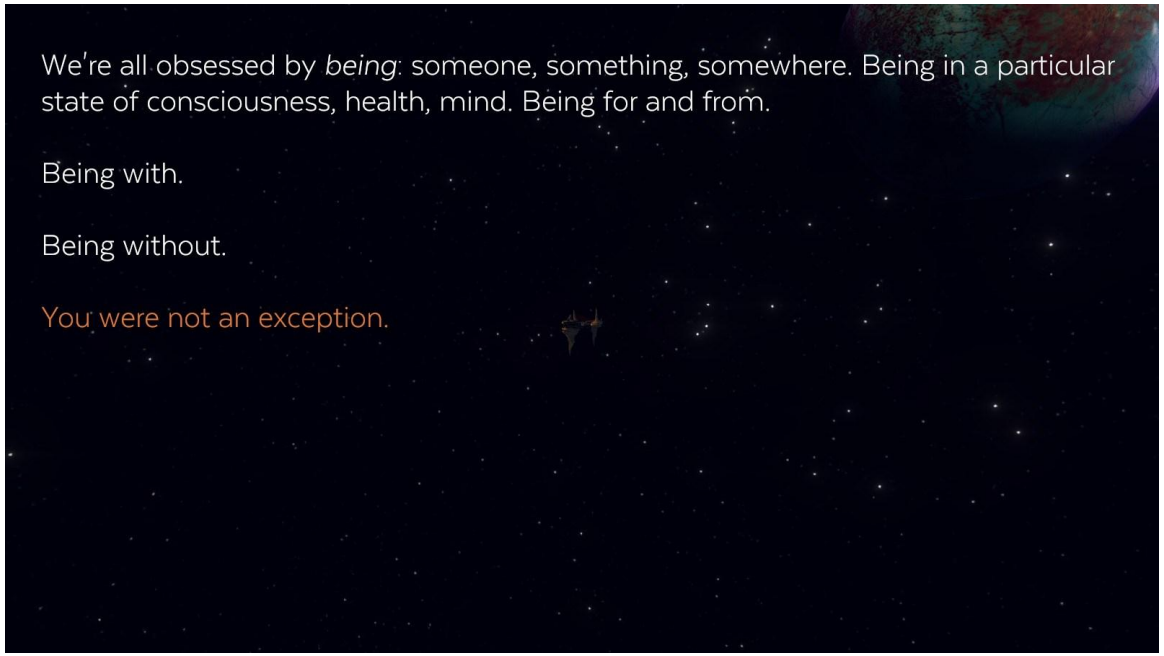
Chatbot games are not text adventure games



Blank Page

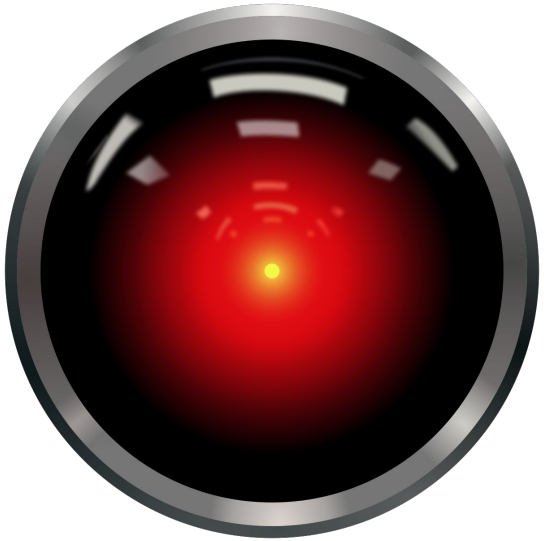
The chatbot experience

Chatbot games are narrative by essence



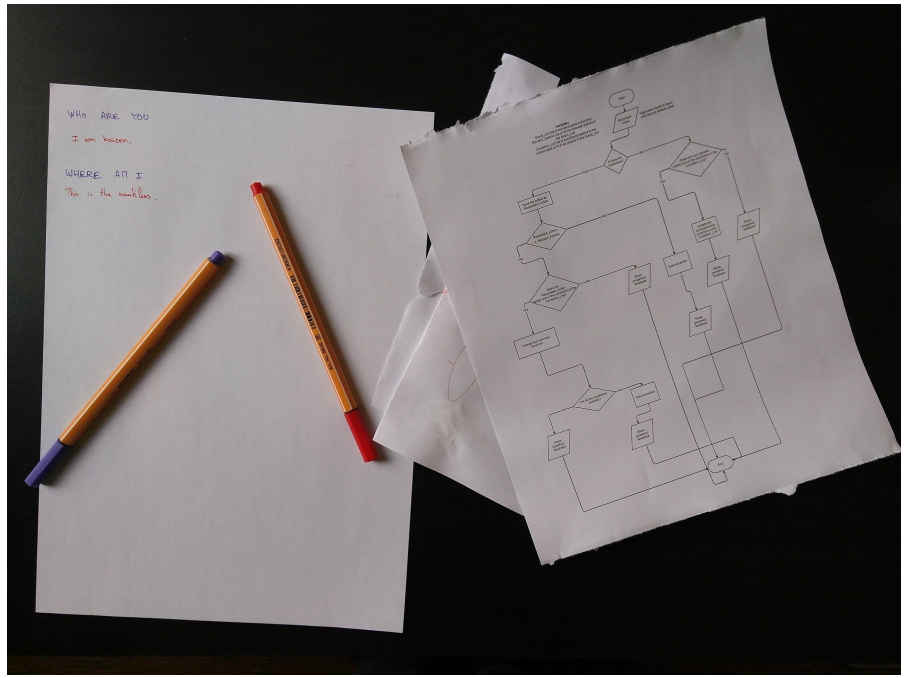
Keep it simple

You need a system that you fully understand



Pen & papers

You should prototype your AI



AIs have feelings too

Role-Play

Chabot games don't work without an emotional involvement from the player

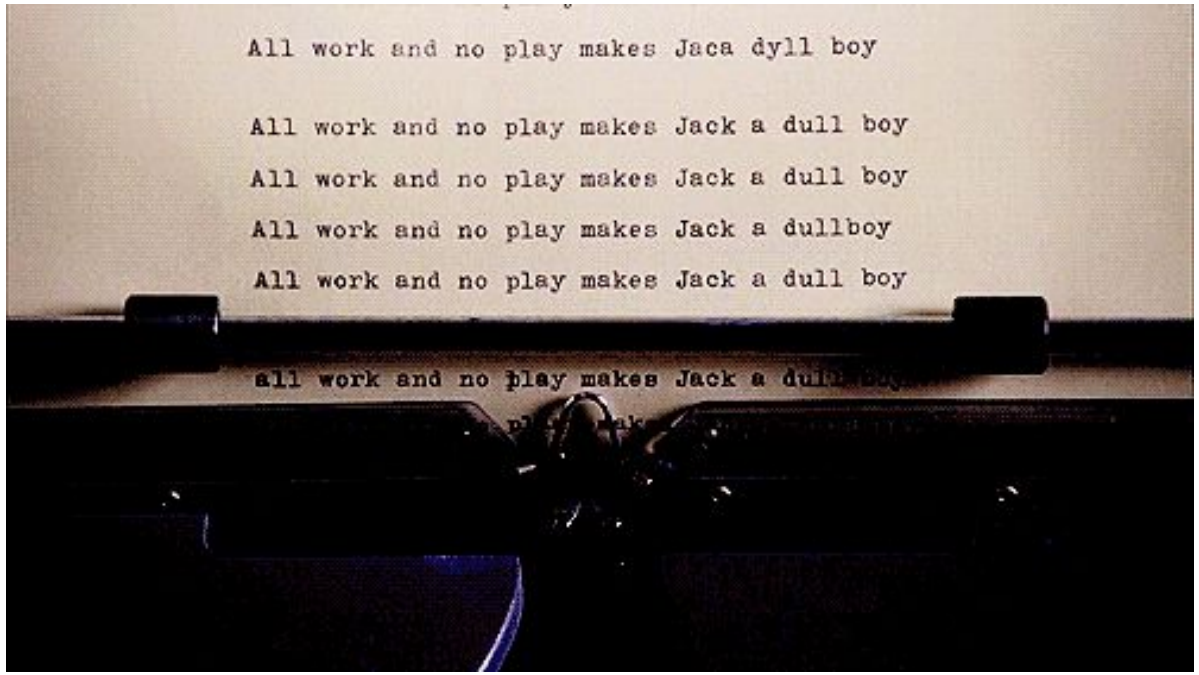
Players

Chatbot games are not for everyone

Writing

Words

Biggest part of a good chatbot is data

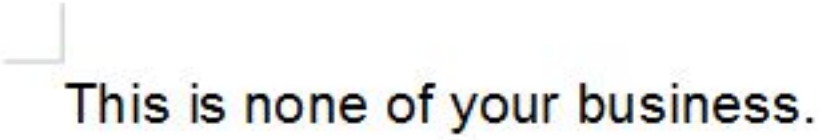


Smoke and mirrors

Your AI doesn't need to understand,
as long as the player believes it does

Risks

Your worst nightmare is the chatbot loop



Why? →

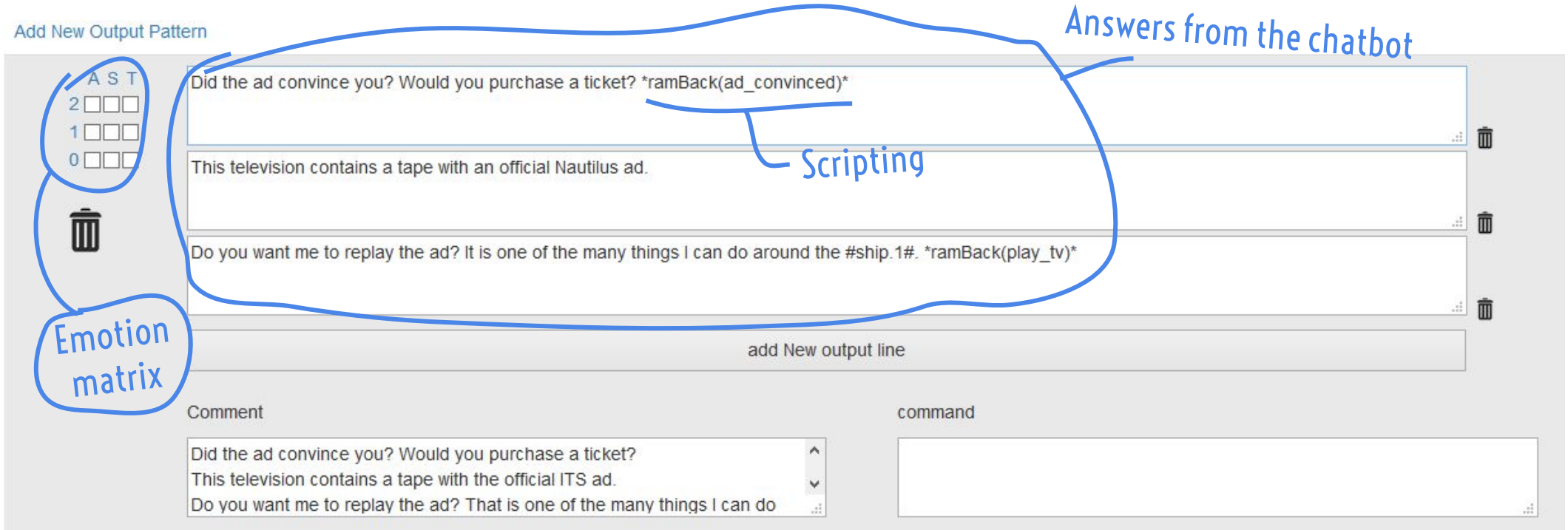
Perfection

Embrace your AI's flaws

Pipeline

Toolbox

Your tools and pipeline shape your AI



Users

Make the production revolves around the playtests

Localisation

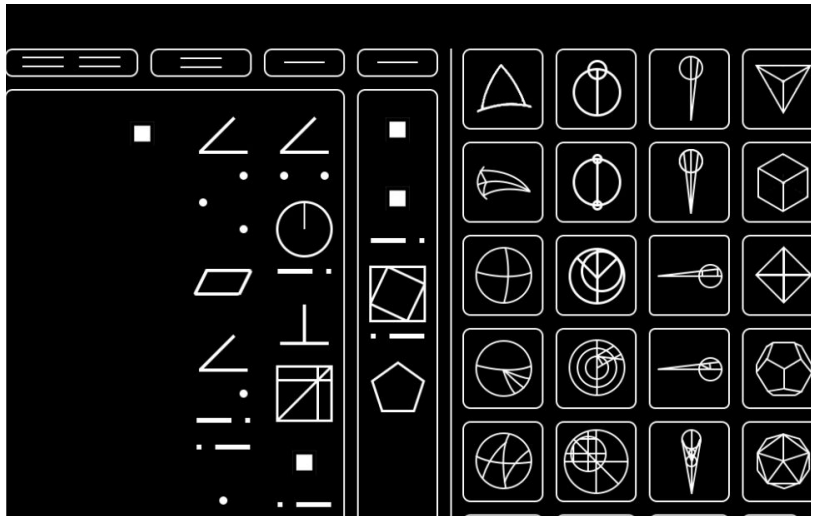
Decide the languages of your chatbot at the beginning

What next?

Rethink communication

Chatbot games don't require a keyboard

Captain Blood (1988)



Sethian (2016)

The Inspection Chamber (2017)

Now, make chatbot games!

Thank you :-)

emmanuel.corno@gmail.com

@Yakkafo