

Press Release

Artificial Emotions at gamescom 2009

Artificial Technology GmbH to present EKI One 2.0 in Cologne

Puchheim, 06 August 2009: The future of computer games in all facets awaits visitors at the trade show “gamescom 2009”. Held in Cologne for the first time, Europe’s leading games industry gathering draws not only the interested public, but first and foremost, experts and professionals from across the globe. At the Artificial Technology GmbH booth (Hall 4.2, Booth K27) the heads of the company, Frank Gwosdz, Serein Pfeiffer and Daniel Renner, will shed light on the inner workings of EKI One 2.0, their new full-version modular middleware for emotional and artificial intelligence.

The quest for more emotional realism in virtual worlds – that is what Artificial Technology GmbH stands for. “Many computer and video games on the market today lack vivid and, particularly, true-to-life characters,” CEO Frank Gwosdz remarks on the shortcomings of the current offerings. “It is our goal to create characters that show feelings, make and maintain contact, communicate and have the ability to learn.” Gwosdz and his two colleagues Serein Pfeiffer and Daniel Renner turned this idea into a successful business concept and developed a modular middleware for emotional and artificial intelligence: EKI One.

“EKI One gives game producers a simple and straightforward method to incorporate complex approaches of artificial intelligence in their releases,” Frank Gwosdz explains. “This makes it possible to implement truly lifelike behavior and create worlds that are authentic all around.” EKI One consists of three components: The base technology (EKI One Engine), which includes pathfinding and movement algorithms as well as cognitive, planning and decision-making systems, allows for effortless integration into existing software environments. EKI One Configurator is the tool for creating complex artificial intelligence (AI). To ensure that the product is tailored to customer requirements and integrated into the game in an optimal way, Artificial Technology provides extensive customer support to round out the EKI One package.

The initial version, EKI One 1.0, was released in spring 2008. At gamescom 2009, the “Artificials” will now present the extended edition, EKI One 2.0.

Information

Additional information about EKI One middleware and Artificial Technology GmbH is available online at www.artificial-technology.com.

About Artificial Technology GmbH

Artificial Technology GmbH, established in 2007, is the maker of **EKI One Middleware** (emotional & artificial intelligence), an innovative solution for game developers to create characters with lifelike emotional behavior. The base technology incorporates pathfinding, cognitive and decision-making systems. The intuitive graphical user interface and personal customer support guarantee seamless integration into existing software environments. In 2008, company founders Frank Gwosdz, Serein Pfeiffer and Daniel Renner won the financial backing of High-Tech-Gründerfonds Management GmbH, Bayern Kapital GmbH and Falk Strascheg Holding GmbH. After the second round of financing in 2009, Clusterfonds Innovation GmbH & Co. KG joined the group of investors. Falk Strascheg Holding has since become the lead investor.

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