

Press Release

EKI One[®] Offers Artificial Intelligence for All

EKI One[®] packages including SDK for Unity now available for 99 and 999 euros per single seat license

Puchheim, 16 June 2011: Artificial Technology GmbH introduces a new, transparent pricing system for commercial and academic users of its proven middleware, EKI One[®]. As a special introductory offer valid until 13 July, EKI One[®] v2.6 and 'EKI One[®] v2.6 Indie' will be available for EUR 999 and EUR 99, respectively. After the four-week promotion campaign, game developers can purchase EKI One[®] v2.6 per-seat licenses for EUR 1,500 each. Additionally, Artificial Technology will be offering the 'EKI One[®] v2.6 Indie' version for independent developers, freelancers and academic institutions at a EUR 150 price point. Both versions come with a Unity SDK (Software Development Kit) which enables seamless integration with the Unity Game Engine. Before committing to a licensed version, potential users can give the AI middleware a thorough test drive by downloading the 30-day trial version now available at www.shop.ekione.com.

EKI One[®] v2.6 for online game developers is offered for EUR 1,500 plus VAT for a single seat license. In conjunction with a server, this version of EKI One[®] v2.6 is specifically suited for online games. The middleware supports servers running Windows, or optionally, Linux-based servers. In addition to support by e-mail, Skype and a Question & Answer system, the services offered with the regular version also include continuous updates.

The price for 'EKI One[®] v2.6 Indie' is EUR 150 Euro plus VAT per single seat license. Academic institutions and developers with yearly sales of less than 100,000 euros are eligible to purchase this version. Just short of the actual server required to run online games, Artificial Technology's 'EKI One[®] v2.6 Indie' provides the middleware's full functionality to these users. The Indie version includes e-mail support and access to the Q&A system.

Independently of the EKI One[®] v2.6 and 'EKI One[®] v2.6 Indie' packages, Artificial Technology gives customers the option to select the features and capabilities they want. A detailed overview of the different versions of EKI One[®] v2.6 is provided at www.ekione.com/licensing.

For Frank Gwosdz, CEO of Artificial Technology GmbH, it is a particular concern to make the pricing of EKI One[®] 2.6 as transparent as possible: “Since the founding of Artificial Technology GmbH in 2007, my team and I have worked persistently to attain our goal of supplying a behavior technology for game developers that is also specifically suited for online games. In reaching this milestone, we are giving not just the big studios, but indies and academic institutions as well, a tool to breathe life into their virtual worlds.”

(Characters: 2,590)

Information

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

About EKI One[®]

Artificial Technology GmbH is the developer and distributor of EKI One[®] middleware, the one-stop solution for implementing non-player character behavior in online, computer and video games. EKI One[®]'s modules include movement & pathfinding, perception, decision-making and planning, and fully cover the essentials of behavior control. One-of-a-kind functionality gives computer-generated characters unprecedented emotional and social intelligence. The system's components, EKI One[®] Engine, EKI One[®] Server and the intuitive EKI One[®] Configurator environment, constitute a truly unique package that cuts down on costs and development time and reduces the risk and maintenance effort associated with creating a digital game.

About Artificial Technology GmbH

We bring bytes alive! Making virtual worlds bristle with artificial and emotional intelligence is Artificial Technology GmbH's motto and fundamental vision. Established in 2007 in Puchheim (Bavaria, Germany), the company is on the cutting edge of the digital entertainment industry with its ground-breaking EKI One[®] technology for artificial and emotional intelligence. Artificial Technology gives developers around the world a one-stop solution to implement advanced computer game character behavior.

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