

Press Release

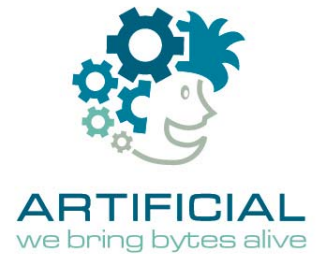
Artificial Technology and AI GameDev.com Agree on Active Partnership

Puchheim, 27 October 2008: Artificial Technology GmbH, a recently founded start-up, is already helping to foster another enterprise. The young middleware company from Bavaria has concluded an agreement to support AI GameDev.com, the well-known portal for artificial intelligence in computer games (www.aigamedev.com). The new partnership entails much more than a mere sponsorship: Artificial Technology will be actively involved by holding seminars and by providing hands-on support to members of the community. Once more, Artificial Technology underscores its ability to take on an active role in the game development community based on its specialized expertise.

For Frank Gwosdz, Artificial Technology GmbH's CEO, this cooperation has been a matter of prime importance ever since the company's founding in late 2007. Gwosdz explains the rationale: "AI GameDev is the ideal platform for us to work closely with game developers, to respond directly to their requirements, to be on top of the latest trends, and to transmit our knowledge." Artificial will be an active contributor to this reputable artificial intelligence Internet community. The first online seminar on emotion-controlled movement behavior will be held before year's end, and the cooperation will be expanded in 2009.

The fact that the new partnership is a win-win situation for all involved is also emphasized by Alex Champandard, head of AI GameDev.com: "The field of AI in games has significantly matured over the past few years, and companies like Artificial Technology that reach out to the developer community are helping drive the industry forward."

Artificial Technology GmbH has developed an innovative solution for swift and efficient integration of artificial and emotional intelligence in computer and video games. The modular middleware EKI One allows programmers and designers to make computer-generated characters spring to life by giving them intelligent and emotional behavior. In addition to representing a clear technological advantage, the three components, EKI One Engine, EKI One Configurator and EKI One Support, shorten development cycles and reduce costs.



Information

More information about EKI One middleware and Artificial Technology GmbH is available online at www.artificial-technology.com and www.ekione.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 path-finding, cognitive and decision-making systems. The intuitive graphical user interface and personal customer support guarantee seamless integration into existing software environments. In 2008, the founders of the company, 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.

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