

# Press information

## **Bigpoint's new action game Poisonville leverages EKI One® artificial behavior design middleware by Artificial Technology GmbH**

- **Poisonville's complete game AI designed with EKI One® middleware**
- **EKI One® Configurator helps create and test behavior of non-player characters**

**Puchheim / Hamburg, 12 August 2010** – Bigpoint's new browser based blockbuster Poisonville ([www.poisonville.com](http://www.poisonville.com)) opens its virtual city to the public on August 18, 2010 at the Gamescom. Users can expect busy city streets filled with thousands of NPCs and ambulances as well as high-speed cop chases in a completely 3D environment with different levels, maps and battle zones. All this amazing action is made possible thanks to Artificial Technology GmbH's EKI One® middleware for NPC behavior, which guarantees that NPCs and AI vehicles go where they should and controls their fight reactions and aggressiveness levels. In order to do this, EKI One® runs on its own dedicated server, rendering it unnecessary for the game server and AI logics to share the same hardware resources. This allows NPC calculation performance to increase dramatically.

Jan Wergin, Bigpoint CTO, comments: "One EKI One®-dedicated server can control thousands of NPCs. In Poisonville, we can run the entire game AI with this software and directly determine and test NPC behavior by way of the EKI One® Configurator. The expertise amassed by the people at Artificial Technology is vital to the game, especially when thousands of real players begin to fight for control of one of the four gangs."

Frank Gwosdz, Managing Director of Artificial Technology, states: "Once again Bigpoint proves that, in terms of technological advancements and sophisticated gameplay, browser games such as Poisonville can hold their own against traditional console games. We're very proud that EKI One® contributed to this project."

(1,546 characters)

**Links:**

<http://www.bigpoint.com>

<http://www.bigpoint.net>

<http://www.poisonville.com>

<http://www.EKIOne.com>

**About EKI One®**

Thanks to EKI One® middleware, Artificial Technology GmbH develops and operates a one-stop solution for the programming of NPC behavior in online games as well as computer and video games. All the important areas of game behavior design are covered by EKI One® 's various services such as pathfinding and movement, perception, and decision and planning. Alongside these behaviors, computer-controlled characters are endowed with emotional and social intelligences. The EKI One® Engine, EKI One® Server and the intuitive development environment EKI One® Configurator enable computer-game developers to cut costs and minimize development times as well as reduce risk and maintenance costs when creating digital games.

**About Artificial Technology GmbH**

We bring bytes alive – that's the motto and vision of Artificial Technology GmbH which was founded in 2007. The company based in Puchheim, Bavaria is the world's leading specialist for artificial and emotional intelligence in the digital entertainment industry. Thanks to their EKI One® technology (Emotional & artificial intelligence), the company founders Frank Gwosdz, Serein Pfeiffer and Daniel Renner offer game developers an all-in-one solution for the behavioral programming of computer-controlled characters.

**About Bigpoint**

Bigpoint (<http://www.bigpoint.com>) is an online-game developer, publisher, and content provider for large media concerns. Bigpoint-developed games are played by over 135 million people in more than 25 languages, are free-to-play anytime, anywhere, and require no download or installation. The company's portfolio includes games in a quality which until now was associated exclusively with CD or console games. Over 500 employees from some 35 different countries work at the world's largest supplier of browser-based games; at the company headquarters in Hamburg, Germany or at one of the other locations in Berlin, San Francisco, and Malta. Bigpoint's many distinctions in the industry include the "Fastest Growing Larger Company" and the "Uniqueness of Offering" prizes at the 2010 Media Momentum Awards, as well as the MTV Skyscraper Award for extraordinary achievement in game development. For more information or press material, please visit the press area at [www.bigpoint.net](http://www.bigpoint.net).

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