

COMPANY-PROFILE

COMPANY

Graphically, many computer games already emulate the real world quite faithfully. The behaviour of the characters, on the other hand, is often less authentic. **EKI One Middleware** (emotional & artificial intelligence) is a new solution by **Artificial Technology GmbH** which allows game developers to bestow on their characters with emotional behavior. Although Artificial Technology GmbH was established in 2007, its founders Frank Gwosdz, Serein Pfeiffer and Daniel Renner have been working on EKI One since 2005. Their innovative solution for easy and efficient integration of artificial and emotional intelligence in computer and video games won the financial backing of High-Tech Gründerfonds Management GmbH, Bayern Kapital GmbH and Falk Strascheg Holding GmbH in 2008.

SUCCESSSES

- » Programs: EXIST-Seed support program of the German Federal Ministry of Economics and Technolgy (BMW), and FLÜGGE support program of the Bavarian State Ministry of Sciences, Research and the Arts.
- » Prizes: Munich Business Plan Competition 2007, Multimedia Start-up Competition 3/2006.
- » Awards: LARA START-UP AWARD 2008, donated by the Bavarian State Ministry of Economic, Hamburg@work Games Award 2006

VISION

We bring bytes alive! This is the vision and motivation that drives Artificial Technology GmbH. EKI One allows computer and video game developers to put their ideas into practice that were impossible to implement in the past. Now, the only limitation is the game designer's imagination. The quality and the richness of the action in computer games will reach new levels, while **development cycles, risks, and costs are significantly reduced.**

PRODUCTS

Excitement, joy, anger, rage, fear, sorrow – developing these emotional states in game characters used to be a cumbersome process. This task has been made significantly easier with the new middleware EKI One, the user-friendly development software for computer and video games. **That is because EKI One gives computer characters both intelligent and emotional characteristics, and thereby brings them to life.** Not only programmers, but also designers can easily incorporate artificial intelligence in game development. **EKI One Middleware** contains the following components:



EKI One Engine

The base technology is a software library that includes path-finding and movement algorithms, as well as cognitive, planning and decision-making systems. The modular design enables effortless integration of EKI One into existing software environments. Unlock the potential of the next generation of games with this powerful C/C++ solution.



EKI One Configurator

This intuitive graphical user interface enables developers, programmers and script designers to apply complex artificial intelligence (AI) with ease. Game designers will also benefit from the broad palette of tools, particularly the sandbox component. Its WYSIWYG preview function entices programmers and designers to freely experiment and monitor behavioral patterns in real time.



EKI One Support

Customers can call on our support team. Our experts on AI in computer and video games will personally assist you in integrating, using and customizing your EKI One system. The support package is completed by an exhaustive manual, tutorials, and online support.