

## **Mind the Game! Computer Games driving AI and transforming Society**

Initiative: Künstliche Intelligenz – Ihre Auswirkungen auf die Gesellschaft von morgen

Ausschreibung: Künstliche Intelligenz – Ihre Auswirkungen auf die Gesellschaft von morgen -

Planning Grant

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Artificial Intelligence (AI) dominates the discourse on future society. While most of the publicly discussed smart cars, robots and algorithms are still to be developed in academic and industrial labs, the massive exposure of millions of users to AI in computer games is already part of today's everyday experience. Games have an audience of 46% of the German population, adapting 34 Million German citizens to AI on a daily basis. AI in games is a well-established technology but surprisingly a less explored topic in current discussions on AI. Thus, the main hypothesis is that AI is not a future technology but has long been part of the living rooms and "smart" devices of our present society, establishing an unexplored "socio-intelligent space." Therefore, it is time to "Mind the Game!" and to scientifically explore the "socio-intelligent space" of AIs and users in games, its adaptive impact on society, but also its growing influence on academic AI research. Mind the Game! explores this "socio-intelligent space" of AI in games interacting with users theoretically, empirically, and technologically.

### **Projektbeteiligte**

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Essen

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Es werden die Institutionen genannt, an denen das Vorhaben durchgeführt wurde, und nicht die aktuelle Adresse.

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