[Luke Dicken](#)

Founder at Robot Overlord Games

Glasgow, , GB

Expert in Artificial Intelligence Applied to Games and Simulated Worlds

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Biography

Luke Dicken is the founder of Robot Overlord Games, and a researcher with the Strathclyde Artificial Intelligence and Games group at the University of Strathclyde in the UK. He has been awarded three of the prestigious International Game Developers Association (IGDA) Scholarships, contributes to AltDevBlogADay and is one of the organisers for the web-based AltDev Conference series. Luke has been passionate about artificial intelligence since playing ?Creatures? as a teenager, and pursued it at university, first through several degrees in traditional AI before specialising in AI for games as part of a PhD he is still (occasionally) pursuing. Luke is a director of IGDA Scotland, member of the AI Game Programmers Guild and chair of the IGDA?s Special Interest Group on AI.

Availability

Keynote, Moderator, Panelist, Workshop, Host/MC

Industry Expertise

Computer Gaming, Information Technology and Services, Education/Learning

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Areas of Expertise

Artificial Intelligence, Game Development, Education

Affiliations

International Game Developers Association, AI Game Programmers Guild

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Sample Talks

Skynet and You - Game AI for the Uninitiated

In this session I talk about Game AI in a way that is accessible for designers and producers to help them understand more about what it is, and how it can be used to greater effect in games. I dispel the myths of the "scary" specialism, and show that it is more than "the bit that makes the bad guys shoot back". Example is 25 minutes, 60+ versions are also possible.
http://www.youtube.com/watch?v=dD9HGw1ZTZY

Event Appearances

Artificial Intelligence - A Beginners Guide to Enslaving Mankind
The Developer After University

Artificial Intelligence in Computer and Video Games
British Computer Society (Glasgow) Monthly Meeting

Knowing When to Hold 'Em, When to Fold 'Em and When to Blow 'Em Up
UWoS Research Student Society Meeting

Integrated Influence - The 6 Million Dollar Man of AI
UWoS Computing Departmental Seminar

Applying Clustering Techniques to Reduce Complexity in Automated Planning Domains
International Conference on Intelligent Data Engineering and Automated Learning

Influence Landscapes - From Spatial to Conceptual Representations
Society for Artificial Intelligence and Simulated Behaviour Symposium on AI and Games

SPREE - The Strathclyde Poker Research Environment
Society for Artificial Intelligence and Simulated Behaviour Symposium on AI and Games

The Next Generation of Game AI Planners
The Paris Game AI Conference

Panel - The Next Generation of Game AI Planners
The Paris Game AI Conference

What I Done on My Holidays - IGDA Scholars at E3 2011
IGDA Scotland Monthly Meeting

The Integrated Influence Architecture - Combining Reactive and Deliberative AI for NPC Control
AltDevConf

Game AI 101 ? NPCs and Agents and Algorithms... Oh My!
University of Bradley Invited Seminar

IGDA Scholarship Applications Workshop
IGDA Scholarship Applications Workshop

Panel - Why Attend GDC
IGDA Scotland Monthly Meeting

More Than Soldiers and Aliens
Video Games Extreme Workshop 2012

More Than Soldiers and Aliens
Mendeley AI in Gaming Seminar

Procedural Processes - Lessons Learnt From Automated Content Generation in "Easy Money?"
No Show Conference

More Than Soldiers and Aliens
MIT Media Lab Lunchtime Seminar

More Than Soldiers and Aliens
Boston "Post Mortem" IGDA Chapter

The Integrated Influence Architecture - Combining Reactive and Deliberative AI for NPC Control
Lockheed Martin Lunchtime Seminar

Skynet and You - Game AI for the Uninitiated
IGDA Summit / Casual Connect

Microtalk - R&D on a Budget
IGDA Summit / Casual Connect

Microtalk - Return of the AI: The SIG Strikes Back
IGDA Summit / Casual Connect

Skynet and You - Game AI for the Uninitiated
Pleven Mathematical School Invited Session

Skynet and You - Game AI for the Uninitiated
University of Strathclyde "GeekSoc" Student Society

Skynet and You - Game AI for the Uninitiated
Konsoll

Skynet and You - Game AI for the Uninitiated
University of West of Scotland Invited Seminar

Panel - Higher Education and Beyond
The Developer After University

The International Game Developers Association
Scottish Game Jam (Global Game Jam)

The Ludic Fallacy Applied to Automated Planning
Strathclyde Planning Group Seminar

Panel - Do Games Matter? (Moderator)
Semana de Videojuegos, Chile

Education

The University of Edinburgh
BSc(Hons) Artificial Intelligence and Computer Science

University of Strathclyde
MRes(Dist) Automated Planning for Autonomous Systems

The University of Edinburgh
MSc Bio-Informatics

University of Strathclyde
PhD Autonomous Systems

Accomplishments

Awarded an IGDA Scholarship to attend E3
I was awarded one of the prestigious IGDA Scholarships to attend E3 alongside a select group of other scholars. We received the opportunity to meet with a number of high profile members of the industry, and got to visit several local studios and organisations as part of the award.

Awarded the 2012 Eric Dybsand Memorial AI Scholarship
In 2012 I was awarded the Eric Dybsand Memorial AI Scholarship by the IGDA Foundation, which enabled me to attend GDC, The scholarship is given to a promising student in the field of Game AI, and gives the student an All-Access pass and mentorship from the Guild of AI Game Programmers amongst many other benefits.

Awarded an IGDA Scholarship to attend the IGDA Summit and Casual Connect
I became jointly the first person in the world (alongside fellow three-time Scholar Kyle Rentschler) to receive three of the IGDA Scholarships. This one allowed me to attend the IGDA Summit and Casual Connect in Seattle, and provided a range of additional opportunities outwith the conference.

Awarded Student Bursary to Attend AISB AI and Games Symposium 2011
I was awarded a bursary by Namaste Entertainment (now Storybricks) to attend the Society for Artificial Intelligence and Simulated Behaviour's Symposium on AI and Games.