# Krafton announces early access launch of Inzoi with innovative AI features



Krafton, the developer behind the upcoming life simulation game Inzoi, is set to launch its title in early access in March 2024. The announcement made during CES highlighted a significant partnership with Nvidia, which aims to introduce innovative artificial intelligence technologies into the game's mechanics. This collaboration is particularly focused on a feature known as the "Co-Playable Character" AI technology, designed to create "Smart Zois"—distinctive characters that adapt and respond to their environment based on individual personalities.

In a demonstration produced by Nvidia, the Smart Zoi system showcased a character with a "considerate" personality navigating through various scenarios throughout their day. This character independently decides to assist a lost individual with directions and provide food to someone in need. At the end of the day, the Smart Zoi adjusts its schedule of activities based on these experiences, enhancing the depth of interaction within the game.

Hyungjun "Kjun" Kim, the game director for Inzoi, expressed his enthusiasm for the new technology in the game's official Discord server. He noted a shift from traditional non-player character (NPC) behaviour, which generally relies on rule-based systems with predictable actions. "However, as we continued to evolve this system, we were able to partner with NVIDIA to incorporate an on-device AI solution known as Small Language Model (SLM)," he stated. This integration grants the Smart Zois additional layers of insight about their experiences, allowing them to develop inner thoughts regarding their interactions with both players and other characters.

The implementation of these Smart Zois is expected to create a more immersive gaming environment. Kjun remarked, "It’s a joy to see a Zoi grow and develop its own personality, becoming more distinct with each passing day," although he acknowledged the need for further GPU optimisation and noted that some AI outcomes may still be erratic.

Additionally, the AI feature is designed to communicate the rationale behind a Smart Zoi's decisions, providing contextual explanations such as, "Calmly offering directions to a lost person with clarity and empathy is well-suited to this considerate Zoi". However, there are questions surrounding whether these responses will truly enhance gameplay or simply present a computationally complex version of the eccentric behaviours characteristic of traditional life-simulation NPCs.

Inzoi's approach to AI extends beyond the Smart Zois. The development team has also highlighted features that allow for generative art, enabling players to create unique clothing patterns as well as convert photos of real-world objects into 3D models for in-game decoration. Kjun indicated that while certain features may not be fully implemented at launch, there may be options for players to test experimental elements as part of their early access experience.

Overall, as Inzoi prepares to enter the gaming landscape, the infusion of advanced AI technology signals a potential shift in how life simulation games are developed and experienced, paving the way for a more dynamic and engaging gameplay environment.

Source: [Noah Wire Services](https://www.noahwire.com)

## Bibliography

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