# Razer reveals Project AVA, an AI-powered gaming coach at CES 2025



At the recent CES 2025 event, Razer unveiled a transformative gaming tool called Project AVA, an AI-powered gaming coach designed to enhance player performance in real-time. This innovative development highlights the growing trend of artificial intelligence integration into gaming and offers a glimpse into the future of esports coaching.

Described by Razer as the “ultimate AI gaming copilot,” Project AVA aims to deliver insights derived from experienced esports coaches, thus elevating the gaming experience for both aspiring and seasoned players. The system appears to build on similar technologies already in the market, such as SenpAI, which utilises AI to coach players in popular games like League of Legends and Valorant.

The functionalities of Project AVA reveal a comprehensive approach to player enhancement. It not only provides assistance during gameplay through an unobtrusive virtual interface but also leverages audio feedback via headsets and chatbot interactions, ensuring that players have multiple methods of engagement based on personal preference. The AI coach will monitor various gameplay metrics and offer instantaneous feedback, allowing players to make adjustments on the fly. Furthermore, it includes a post-match recap feature that highlights key plays and areas for improvement, which is crucial for continuous skill development.

Significantly, the advice generated by Project AVA is grounded in the expertise of professional players and coaches from Team Razer, lending a level of credibility to its recommendations. As the landscape of competitive gaming evolves, this AI system suggests a potential cost-saving measure for players who might otherwise invest heavily in personal coaching.

In addition to performance insights, Project AVA promises a game setup optimisation feature that allows players to configure their PC settings with a single click, tailored specifically to their gaming needs and hardware capabilities. This aims to enhance technical performance—boosting frame rates, reducing load times, and maximising graphics quality.

Razer also addresses the common issue of players seeking immediate guidance. Project AVA includes an “All-knowing AI Game Guide” that provides in-game assistance without requiring players to exit their current session to consult external resources.

As of now, Razer has not disclosed comprehensive details beyond these features, but players interested in testing the AI gaming coach are encouraged to visit Razer’s website to register for notifications regarding the beta launch, expected in the near future. This development by Razer may signal a new chapter for artificial intelligence in gaming, fostering a more accessible pathway for individuals aspiring to excel in the competitive arena of esports.

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

## Bibliography

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