

PRESS RELEASE

Media Contact

Vitor Santos | Silicon Studio | yd-ai@siliconstudio.co.jp | +81 (0)3 5488 7070

**YOKOZUNA Data, together with DeepMind, Ubisoft and Modl.ai, collaborates
on the 1st International Summer School on AI and Games, to be held from
May 28 to June 1, 2018, in Chania, Greece**

Tokyo, Japan, (January 17, 2018) – Middleware technology and game development company, Silicon Studio Corporation is happy to announce that YOKOZUNA Data, a state-of-the-art machine learning platform that predicts individual player behavior, will be partnering with DeepMind, Ubisoft and Modl.ai in the First International Summer School on Artificial Intelligence (AI) and Games that will be held on Crete (Chania), Greece, from May 28 to June 1, 2018.



Dr. África Perriáñez, manager of Yokozuna Data and Chief Data Scientist of the middleware and game development company Silicon Studio Corporation, will be a guest lecturer and will be in charge of the Player Behavioral Prediction hands-on workshop.

The summer school is dedicated to the uses of AI techniques in and for games. After introductory lectures explaining the background and key techniques in AI and games, participants will be introduced to the uses of AI for playing games, generating content for games, and modeling players.

<http://school.gameaibook.org/>

This school is suitable for industrial game developers, designers, programmers and practitioners, but also for graduate students in games, AI, design, human-computer interaction, and computational intelligence.

Georgios N. Yannakakis and Julian Togelius, renowned Game AI Professors and co-authors of the *AI and Games* textbook (<http://www.gameaibook.org>), will be the main lecturers. During the first phase of the school, theoretical lectures will be complemented by guest lectures on special topics in game AI and data science and by hands-on workshops given by world-leading practitioners from **DeepMind, Ubisoft, Yokuzuna Data**, and other partners. For the second phase of the school, we plan a game AI jam on the taught material.

Registration

Limited seats are available. Early Registration, before January 31, is already open.

Venue

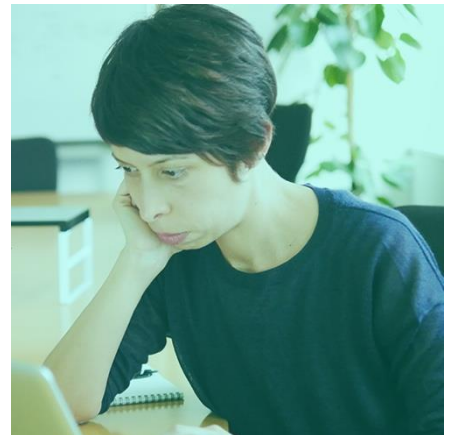
The summer school will be held at the **Samaria Hotel** at 1866 Square, Chania, Crete 73 135 Greece.

About YOKOZUNA data

YOKOZUNA data is a state-of-the-art machine-learning engine to predict individual player behavior. It consists of a recommendation system and a player prediction platform that utilize next generation artificial intelligence algorithms to move game development into the future.

Africa Perianez

Dr. África Perriáñez is the Chief Data Scientist at Silicon Studio and also the manager of Yokozuna Data (yokozunadata.com). She leads a team of data scientists and engineers who develop a state-of-the-art machine learning platform that predicts individual player behavior. She is a senior data scientist and researcher with 12+ years of experience. África holds a PhD in Mathematics from the University of Reading (UK), a Master of Advanced Studies in String Theory Physics carried out at CERN and an MSc in Theoretical Physics from the Autonomous University of Madrid.



She has worked as a research scientist in renowned institutions such as CERN (under a Marie Curie Individual Fellowship), RIKEN in Japan (working with the world's fourth-fastest K-computer), DWD in Germany (German Weather Service, working in Satellite Data Assimilation) or the University of Reading in the UK. She is the co-author of multiple peer-reviewed articles and has been a speaker in more than 20 international conferences and many regular seminars. She also has significant industry experience at SPSS Inc., IBM and now Silicon Studio, and her work has been featured in various publications, including Bloomberg, Sinc, The Japan Times, The Washington Post and The Economic Times.

About Silicon Studio

Silicon Studio is a Japan-based game engine and middleware company providing quality rendering, optical effects, and post-effects solutions for game development. Silicon Studio also develops and publishes games across mobile, PC and consoles, and develops games for third parties.

*All other names and trademarks mentioned are the registered trademarks and property of the respective companies.