NOVAMENTE ®

intelligent virtual agents

Dr. Gino Yu
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Dear Dr Yu,

We are excited to support your proposal titled "A Software Toolkit for Creating Intelligent Non-Player Characters in Video Games." Your proposal addresses many of the most difficult issues we face in developing intelligent characters for games and virtual worlds. If you succeed in your research, the open-source software code you create will be extremely valuable to us in our work developing custom characters and character control systems for customers in the game and virtual world industries. Indeed, it should constitute the most advanced intelligent character control code anywhere in the world.

To support your research and development efforts, we will contribute HK$280,000 in cash as matching fund sponsorship, should your proposal be selected for funding. In addition, we will also share our experiences in intelligent character development and AI development more generally with your team. We intend to apply your system in our US and Brazilian offices, and also potentially in an office in Xiamen, China that we intend to open in late 2010.

We are very pleased to be playing a role in supporting your initiative and game development in Greater China. The prospective benefits to our company, and the industry as a whole, are immense.

Ben Goertzel,

Novamente LLC