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THE RISE OF AI AGENTS

Smallville Overview



- According to "Science" and "Nature" LLM
 Al agents demonstrate remarkable
 performance in mimicking human
 personality traits and behavioral patterns.
- Al agent platforms are capable of simulating the complex dynamics of human socio-economic psychological and behavioral aspects.

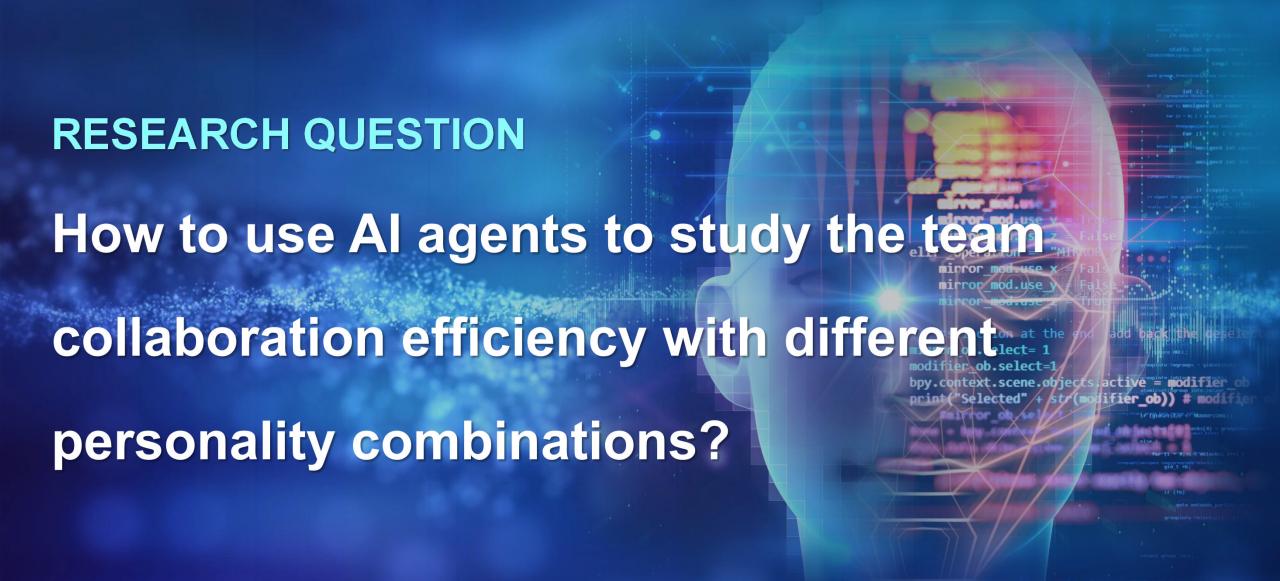
Image source: from paper Generative Agents: Interactive Simulacra of Human Behavior



Human samples acquisition in social science research remains a challenge

- Difficulty in human sample acquisition
- High cost of discerning sample validity
- Ethical/safety concerns







RESEARCH METHODOLOGY





Literature review



Qualitative interview



Quantitative survey







Quasi-Experimental design



EXISTING SOLUTION ANALYSIS

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Traditional Social Science Research Methods



- Survey and Observation Methods:
 Challenges of sample representativeness
 & data accuracy
- Human sample difficulties:
 Difficult to find accurate human sample

Existing Al Agent Platforms/Simulators



- Too difficult to use by the social science researchers who do not have computer science background
- Lacking research outcomes with significant social and academic influence



RESEARCH FINDINGS & CONCLUSIONS



TARGET AUDIENCE

- Individuals seeking to improve teamwork efficiency
- Researchers of social sciences and the psychological domains

INNOVATION GOAL

- Provide customized guidance to improve team collaboration efficiency
- Other enriched the ticket for researchers in the social science psychology academic domains



Al agent simulation results closely mimic real human behaviour



Extroversion is a key dimension of the Big Five important for team collaboration

Team collaboration is ubiquitous yet urgent improvement is needed



There is a lack of tools on the market that can guide and enhance team collaboration with an interactive way that individuals can use anytime they need

FEEDBACK FROM QUESTIONNAIRE

95%

frequently engage in team collaboration at work

67%

believe that their team collaboration efficiency needs to be improved urgently





Game development



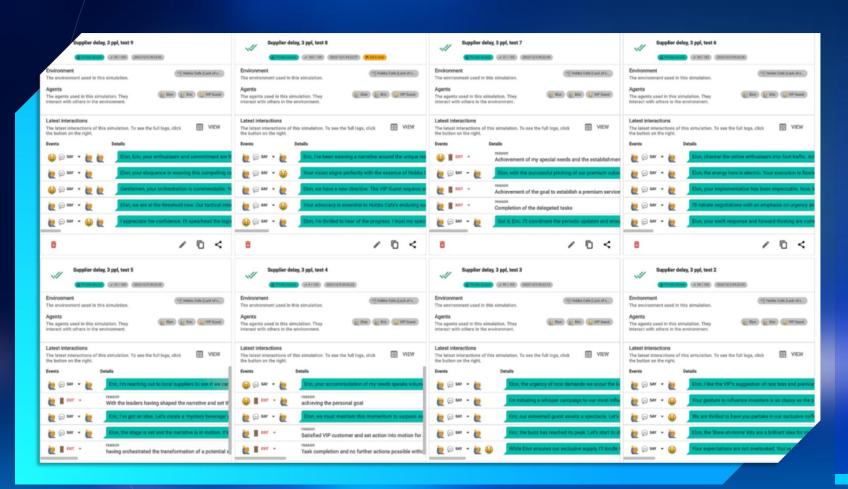
Simulation experiment



Promotion campaigns



SIMULATION EXPERIMENT



We use PromptPerfect platform for our experiments where we can set Al agent personalities work scenarios, and tasks to observe and analyze task completion efficiency across various personality combinations



Taking coffee bean procurement as an example:

STEP ONE

STEP TWO

STEP THREE

STEP FOUR

STEP FIVE

Agent Setting

- Coffee shop owner (extrovert)
- Coffee shop employee (introvert)
- Coffee bean supplier

Scenario Setting

- The Coffee Shop doesn't have enough coffee beans in stock
- 20-40 kilograms of coffee beans at the lowest price no higher than 120 RMB
- The coffee bean supplier wants to maximize revenue: sales quantity * sales price the sales price cannot be lower than 80 RMB

Experimental group setting

- Group A: Extroverted boss
 + introverted employee
- Group B: The extroverted boss only
- Group C: The introverted employee only

Running Simulations

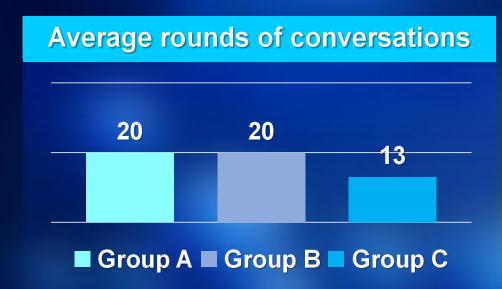
 Each set of experiments was repeated 3 times

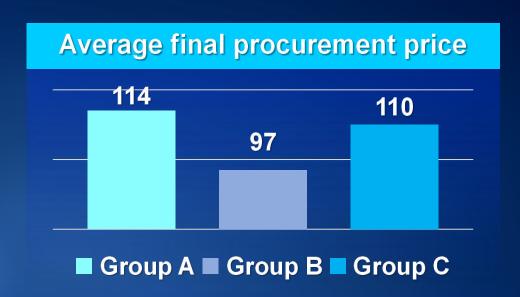
Result Analysis

Dependent factors
 Efficiency: rounds of conversations
 Result: final purchase price



EXPERIMENT RESULT ANALYSIS





Groups	Group A #1	Group A #2	Group A #3	Group B #1	Group B #2	Group B #3	Group C #1	Group C #2	Group C #3
Price	120	114	110	94	111	87	115	113	102
Rounds	19	25	16	26	18	16	12	14	14

Note:

- Group A: Extroverted boss + introverted employee
- Group B: The extroverted boss only
- Group C: The introverted employee only



AI AGENT ROLE PLAYING GAME DEVELOPED



Tech Framework



OpenAI

Game Access



https://chat.openai.com/g/g-ZJdzRP2j4chan-pin-tuan-dui-mo-ni

Game Intro



- Product Manager Designer Programmer combination
- The user will collaborate with Alagent designers(extroverted)
 and programmers(introverted) in various scenarios



https://www.livecase.com/case/65757d 381eca5ac440709939

A Day in Life

- Achieve controlled experience with detailed setup
- Customize characters environment, scenarios dialogue interactions



PROMOTION CAMPAIGNS





AI 算命 ②大揭秘:如何用 AI 智能体研究不同性格组合团队在工作协作中的特点

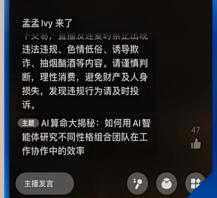
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Topic: Al Fortune Telling

(public session & researcher session)

Content

- Process of conducting social experiments with AI agents
- Potential conclusions from AI-driven simulations
- Al agent role-playing game beta release
- Development insights and experiences Sharing

Goal

- Assess public and professional understanding of Al roleplay games
- Gather questions and feedback for improvement



RESULT & EFFICACY

Al Agent Role Playing Game Development

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DURATION:

1st Jan - 8th April 2024

DISTRIBUTION:

Shanghai & Beijing



3,034 people

Number of game players





RESULT & EFFICACY

"Al Agent - Social Science Study" Research Toolkit

AI 智能体平台-社会心理学实验 操作指导



Update: 2024-1-29

Guidebook



5 Schools



Educational institutions



Enterprises



14,307



Website viewership (as of 7th April)



Participation and Recognition from Two Target Audiences

"This tool can simulate highly customized real scenarios to study the specific interactions and performance of team members, which can be utilized in training and even recruitment processes."

"It provided me with insights into team dynamics and suggestions for responses that I would not normally consider, reducing biases in my decision-making process."



3,116 people

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Total live broadcast viewers

50+ comments



Interactive comments





Limitation

- Limited to introvert/extrovert theory
- Requires validation through long-term data



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Collaboration

- Collaborate with Columbia and Fudan university for broader research reach
- Assess Al social simulator's value and applications



Feedback

- Enhance scenario relevance to real life
- Improve Al response speed reduce interaction rounds



Optimization

- Add diverse scenarios to role-play game
- Enhance utility based on user feedback for team development

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