Title: Generating game content with generative language models

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Abstract: The objective of this thesis is to study the capabilities of Large Language Models (LLMs) in Procedural Content Generation for games (PCG). We would like to explore this from multiple perspectives and understand how we can combine PCG techniques with approaches for applying LLMs across various fields. To achieve our goal, we create a game in the Japanese Role-Playing Game genre that utilises structured content generated by LLMs as input and uses it to provide a diverse and varied game experience. Additionally, we will analyse the generated content using several metrics. This analysis will help us to evaluate the effectiveness of LLMs and suggest possible further advancement in this rapidly emerging field.

Keywords: Procedural Content Generation, Generative Language Model, Computer Games, Large Language Model, Generative Pretrained Transformer