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Individuals

AI WITH HEART

[www.1956individuals.ai](http://www.1956individuals.ai)

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# Individuals

AI WITH HEART



Individuals

AI WITH HEART

REVOLUTIONISE **CUSTOMER**  
**ENGAGEMENT** WITH AI-POWERED  
CHARACTERS THAT DRIVE RESULTS



# SKC GAMES STUDIO

- Independent **video game developer**
- Founded in 2019, in Cambridge UK
- **Story and character**-driven role-play games
- Saw potential for **immersive, lifelike** characters beyond gaming
- Developing **AAA game** for PC and consoles



# 1956 INDIVIDUALS

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- **AI-powered** digital characters
- Available on **physical hardware** or **online**
- **Natural, two-way, multilingual** conversations
- **Automated** task workflow
- **Ethical AI** standards



# WHY 1956 INDIVIDUALS?

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- **Dartmouth Conference in 1956**  
marked birth of AI as a field of study
- Explored how machines could **simulate human intelligence**
- **Prominent attendees** including John McCarthy, Marvin Minsky and Allen Newell
- Credited for **sparking decades of research and development** in the field

# Responsible AI – our approach

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## AI with heart

### **Human centric**

AI that cares

Designed to  
understand and  
respond to human  
needs

### **Transparent and credible**

Trustworthy  
technology

Committed to  
transparency,  
reliability, and  
integrity

### **Ethical innovation**

AI for good

Focused on  
developing and  
using AI  
responsibly

### **Legacy and future**

Building a better  
tomorrow

Honoring our past  
while shaping a  
positive future

# AI WITH ETHICS 1956 INDIVIDUALS

- **Fairness**
- **Reliability**
- **Safety**
- **Privacy & Security**
- **Inclusiveness**
- **Transparency**
- **Economic Security**

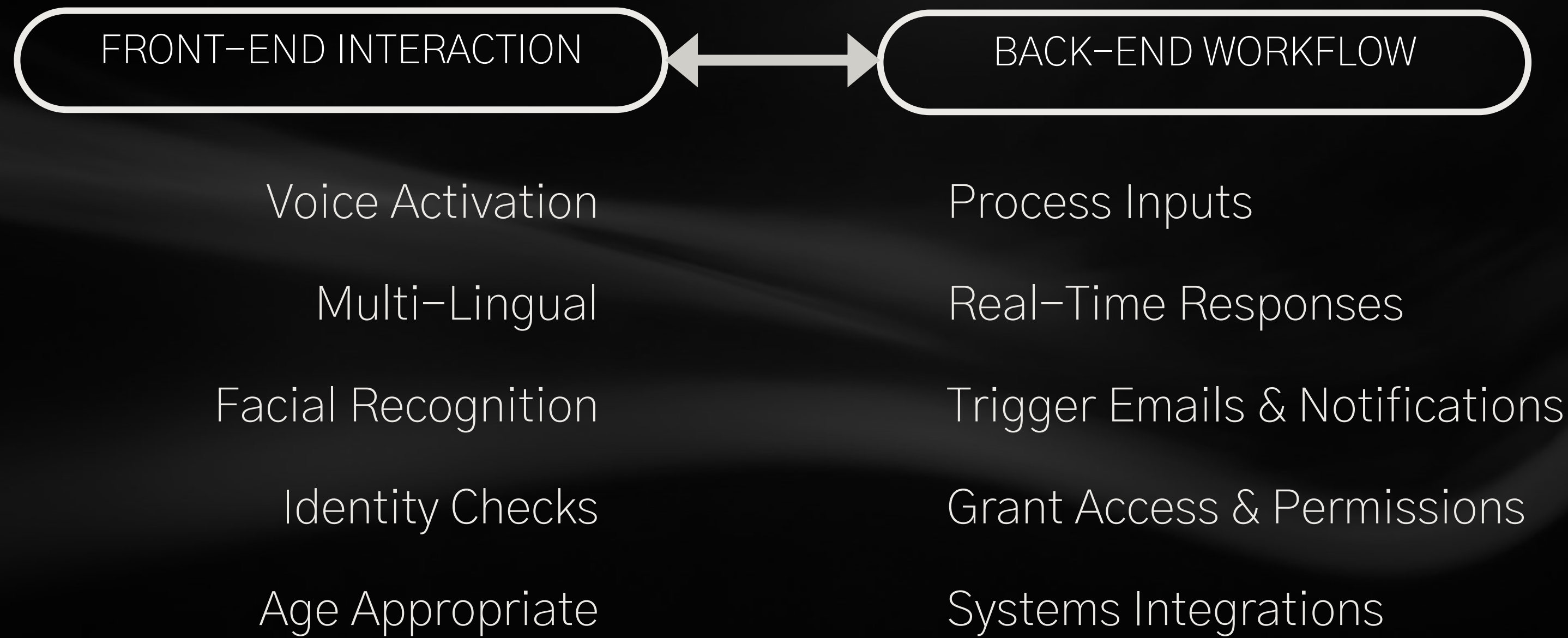


**SKC is committed to ethical AI development** adhering to the IEEE's principles for Autonomous Intelligent Systems (AIS) to ensure our products are safe, responsible, and beneficial.

**SKC Lenses' moderation system ensures that content generated by the LLM is appropriate and domain-specific.** We maintain a controlled environment, opening up only the necessary features while keeping sensitive information secure.



# HOW IT WORKS



UNLOCKING THE  
POWER OF AI  
THROUGH  
UNIQUE VISITOR  
EXPERIENCES



# ENHANCED VISITOR EXPERIENCE

- **Communication & Language**
  - **Automatic language detection & multilingual capability:** Enables inclusive and efficient communication, adapting to global audiences.
  - **Free-flowing conversation & pre-set text:** Offers flexibility, allowing for natural dialogue or structured responses.
- **Access & security**
  - **Scan tickets, QR codes, and passes:** Streamlines entry, enhances security, and collects visitor data for better management.

# ENHANCED VISITOR EXPERIENCE

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- **Visitor & guest management**

- **Guest check-in:** Improves staff preparedness and enhances the overall visitor management experience.

- **Personalisation & analytics**

- **Breakdown of visitor data:** Provides valuable insights into customer demographics, common query analysis and more, enabling personalised experiences.

# PR COVERAGE



## AI to bring codebreaker Alan Turing back to life

**Jack Blackburn** History Correspondent

He is known as the father of AI. Now the technology Alan Turing helped to create is going to resurrect him at his Second World War codebreaking base of Bletchley Park.

A virtual version of the mathematician is being made and will use his writings to allow him to speak again. Visitors will be able to put questions to the AI Turing and the digital avatar will respond in conversation.

"Even without his wartime work, he would rightly be famous for his pioneering computing work," said Rebecca Foy, Bletchley Park's director of public engagement, who hopes this AI will speak to the future as well as the past. The team at 1956 Individuals, which is

creating the AI, is hopeful the project will be finished by early next year. It will be presented in life-size format on a screen but the long-term plan is to have the AI Turing on mobile phones and tablets. The next step is the selection of materials to be fed into the AI, allowing it to learn to talk like Turing. John Harte, digital partnerships manager at 1956 Individuals, said: "The AI is not able to search the internet or wider answers or 'hallucinate' — make things up. We can control the knowledge it has."

The Turing family, which has given its support, hope it will be a way for people to know their forebear better. Sir Dermot Turing, Turing's nephew, said: "Lots of people come to Bletchley Park to get a bit closer to Alan and this will be a fun way to do that."

## Alan Turing to 'answer questions' in new AI display



Alan Turing worked at Bletchley Park in World War Two and helped to break German codes



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### 'AI Alan Turing' created by SKC Games

Cambridge-based Babita Devi has joined the EpiCentre-based company as director of strategy and is showcasing the potential of its 1956 Individuals AI-enabled experience - starting with an up-close-and-personal take on the codebreaking giant. MIKE SCIALOM reports.

The upcoming 'AI Alan Turing' interactive experience at Bletchley Park has been created by SKC Games in Havering, which has Cambridge-based Babita Devi on board as chief strategy officer.

The groundbreaking new exhibition format, which combines cutting-edge AI and facial recognition, is being guided by Babita. The experienced inventor remains her role as a coach at Accelerate Cambridge and at the Cambridge Judge Business School while she guides SKC along the path to its destiny of AI character development for the eagerly-awaited experience at the once-secret home of Britain's WWII codebreakers.

SKC Games has developed a product - 1956 Individuals - to showcase its new technology. The creation of a virtual Alan Turing - perhaps the closest any of us will ever get to the father of today's computer science - means visitors will have the unique opportunity to ask 'him' questions about his life, the Enigma cipher, and Bletchley Park's vital role in World War Two.

The company was formed in 2019 and is a UK-based, independent video game developer specialising in AI-powered customer experiences. Initially focused on creating

advanced AI technology capable of real-time, engaging, and empathetic conversations with customers, known as 1956 Individuals. Building on this expertise, the studio is now applying its technology to multiple sectors, including tourism and travel, to revolutionise visitor experiences through personalised and interactive AI characters.

The AI character utilises facial recognition, tailoring its responses based on whether it's speaking with an individual, a group, or even children. This is a first - no one else has ever used facial recognition cameras to determine the numbers and demographics of an audience, and then tailor conversational responses accordingly.

"We couldn't think of a better person to recreate in AI form than Alan Turing," says Babita. "This is a new and exciting form of interpretation, and we applied Bletchley Park for their ambition and imagination. Visitors will be able to engage with his story in a new and compelling way, hopefully getting to know him and Bletchley Park a little better."

The founder and CEO of SKC Games is Asa Burrows.

"SKC Games is the company and

1956 Individuals is the product," says Asa in a video call with Babita. "It's a platform. The AI character we've built has a locked workflow system. Actions and activities are triggered in the background."

"The AI Alan Turing is the first historical character we're using and there is never been that will be used for the first time at Bletchley Park. It's software - everything is software - but it's about the person."

"The system uses vision technology to see who it's talking to. It can talk to individuals. It can determine the age profile to make sure the content is suitable - so the character talks to a child slightly differently from an adult - and other aspects of this vision technology will be used in another entertainment context. It's a clever tech which is used to assess the environment."

SKC has invested heavily in research and development to advance natural language processing, computer vision, and machine learning capabilities.

For 1956 Individuals the company has developed proprietary platforms for character creation, animation, and behaviour, enabling the team to rapidly iterate and refine its AI models. Through ongoing technological innovation, it has achieved significant improvements in character realism, responsiveness, and engagement.

Furthermore, its agile development methodologies foster a

culture of innovation and experimentation which allows us to rapidly adapt to emerging technologies and customer feedback, ensuring that our products remain at the forefront of the industry."

Asa continues: "People can buy the product off the shelf or as a bespoke solution, as Bletchley Park did. The dataset we use for Bletchley Park is data they have collected about Alan Turing. That information is controlled, so there might be new information which is being put into the public domain."

"In this scenario it won't be data off the internet, it's bespoke data from their archives, which is agnostic to AI technologies. The main vertical we're pitching is museums and attractions such as Enigma. We built the technology for our own game - Project ENI, an open world sci-fi RPG game - and will make it available to other game studios after Project ENI is launched."

Meanwhile, the Bletchley Park exhibition is due to open in January. "There will be an opening ceremony of some sort," notes Asa.

The SKC team - currently led - is based at the EpiCentre on Haverhill Research Park.

"I became innovation director at the EpiCentre in November 2020," she says. "I left after two years, then worked in the background with Asa, and joined on 1 August. It's my first role in a games context."

"A lot of the work is around 1956 Individuals as a product, to grow and scale the business. We're getting a huge amount of interest. The real challenge is can we grow quickly enough."

"There's a lot of controversy around AI and deep fakes, and I'm curious to ask Asa and Babita on how they made the ethical decisions the project must have required. Asa, it turns out, is a very keen to discuss the sensitivity involved in creating an AI likeness of Alan Turing.

"Obviously Alan Turing had a complicated life and unfortunately for him not a lot of people knew about him and this is one of the reasons why Bletchley has been very specific about how this is presented," Asa says. "It's not about resurrecting Alan Turing back from the dead, the purpose is to tell his story in a way that is interactive and fun."

Babita adds: "It's a way to really understand Alan Turing as an individual and an opportunity to converse with who he was and, for the younger generation, a way to understand who he was."

"SKC and Asa in particular are massively driven by education and learning. It's really important we come across with the education and understanding aspect of the experience."

"And doing that without shying away from the difficult conversations," adds Asa. "Bletchley Park is keen on that. A lot of

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### has dramatic new interactivity

Bletchley Park's director of public engagement, Rebecca Foy, is also enthusiastic about the AI Alan Turing project.

"Opening at the same time as a new exhibition at Bletchley Park on AI," Rebecca says, "we are looking forward to introducing our visitors to our wartime story in a new and exciting way, highlighting the part that codebreakers such as Alan Turing played in the emergence of machine learning."

"Alan Turing is considered the father of AI. Even without his wartime work at Bletchley Park, he would rightly be famous for his pioneering computing work alone."

"Following on from hosting the world's first AI Safety Summit in November 2023, Bletchley Park Trust is keen to find ways to showcase the legacy of the WW2 codebreakers on today's world and is thrilled to take part in this innovative AI project with 1956 Individuals."

Sir Dermot Turing, nephew of Alan Turing and recent trustee of the Bletchley Park Trust, adds: "Alan Turing's pioneering research on machine learning can be traced back directly to his work with machine solutions to codebreaking problems at Bletchley Park during World War Two."

"I know lots of people come to Bletchley Park to get a bit closer to Alan Turing, and this will be a fun way to do that."

### Life of 'the father of computing'

Alan Turing was born in Maida Vale on 23 June 1912.

By the time of his death 41 years later he had achieved everlasting fame both for his professional achievements and for his personal life, which highlighted the appalling way society treated homosexuals and paved the way for a way more enlightened era.

Turing graduated from King's College Cambridge with a first-class degree in mathematics in 1934 and became a Fellow in 1935.

During the Second World War he worked at Bletchley Park, where his code-breaking skills and intelligence work saved thousands of lives and almost certainly shortened the war by perhaps two years.

Often considered the father of modern computer science, Turing developed the first modern computers and his work anticipated AI.

He died at his home in Wilmslow on 7 June 1954 from cyanide poisoning.

1956 Individuals' first project is an AI-driven experience of Alan Turing at Bletchley Park.





# MEET THE TEAM

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**John Harte**  
Account Director



**Babita Devi**  
CSO



**Jason Wilson**  
Art Director



**Asa Burrows**  
CEO



**Pete Gunn**  
COO

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