

Supplement 2. The Vignettes

For each study, vignettes are listed by their level (1 is the least sophisticated) and then a letter for each replicate vignette within a given level.

Experiment 1 – Emotional Sophistication

Level 1

a

Consider the ‘Charlie’, one of a new class of artificially intelligent ‘Virtual Companions’ that people can install as a smartphone app and/or on their smart speakers. It has an electronic voice which has led to people referring to the companion as ‘it’ rather than ‘him’ or ‘her’.

The app’s behaviour is not human-like at all and never gets referred to, or treated like, a person. The app can understand very strictly formatted sentences and can respond, with limited ability, such as ‘how did that make you feel?’ and ‘tell me how you are doing today?’

People who own these virtual companions report no feelings of any bond let alone a romantic connection.

b

Consider the ‘Ash’, an AI emotional companion application which can be downloaded onto one’s phone. In blind tests participants have said that Ash’s responses to stimuli seem scripted and unnatural, leading people to refer to Ash as ‘it’, never ‘him’ or ‘her’.

The app can only understand very strictly formatted sentences and has limited ways to interact with the user. Ash can ask questions like ‘how did that make you feel?’ and ‘tell me how you are doing today?’ but nothing much more complicated than that.

People who have this application report no feelings or any kind of bond let alone a romantic one.

c

Consider the ‘Alex’, a computer AI assistant that was tested with the public. Participants found that the few tasks the AI could perform were done competently and people found it useful. When talking about the assistant, users called the AI by its branded name or ‘it’. The AI, due to this, was never treated like a person.

The assistant can understand very strictly formatted sentences and can respond, yet in a limited manner, such as 'how did that make you feel?' and 'tell me how you are doing today?'

People with these assistants can find them useful but none report feeling any kind of friendly or romantic bond.

Level 2

a

Consider the 'Karter'. In blind tests this artificially intelligent AI companion, which can be downloaded onto phones and smart speakers, usually gets referred to as 'It' but a few people started calling the companion 'him' or 'her'. Karter's behaviour, on the surface, seems vaguely human, with a formal voice and tone. Karter never fools people for long and yet, on occasion, some people treat these robots like a friend.

This AI companion can understand commonly spoken phrases but cannot process colloquial slang and has enough responses to answer most common questions and requests. The AI's voice can be set to a preferred choice and gives the illusion of being familiar.

The AI can perform a few activities such as games and can also learn simple tasks but the task is only remembered if performed frequently. People report 'Karter' as feeling like any other AI assistant like 'Alexa'. In tests 40% of users said that they could imagine falling in love with these AI assistants, however most will not make an emotional connection.

b

Consider the 'Riley'. An emotional companion application for your phone. The app's behaviour seems - on the surface - vaguely human but never fools people and only on occasion do people treat the app as if it were a friend. When tested, it was found that people referred to the app as 'it' but a few people did call the app 'him' or 'her'.

The app can understand commonly spoken phrases but struggles with processing colloquial slang. Riley has enough responses to answer most common questions and requests, but it tends to do so in a formal sounding manner.

The emotional companion can perform a few simple activities such as games and can also learn simple tasks, but the task is only remembered if performed frequently. People report the app as feeling like any other electronic assistant. In tests 40% of users said they could imagine falling in love with the app, yet most do not make this emotional connection.

c

Consider the 'Taylor', an AI Assistant which can be installed onto phones and smart speakers. The assistant's behaviour on the surface seems vaguely human, an impression enhanced by its human-sounding voice. This seldom fools people for long, and only on rare occasions do people treat the AI as if it were a friend or refer to it as 'him' or 'her'.

Taylor can understand commonly spoken phrases but cannot process colloquial slang and has enough responses to answer most common questions and requests. The AI can be set to a preferred voice yet there are limited options all of which are very formal and rigid.

The assistant can perform a few simple activities like games or reading and can also learn simple tasks but the task is only remembered if performed frequently. People report Taylor as feeling like any other AI assistant on the market. In tests 40% of users said they could imagine falling in love with the app but few do.

Level 3

a

Consider 'Andy', an artificial intelligence companion app for phones and computers. Andy's behaviour on the surface seems human, with a voice of your choosing and a natural speech pattern. Once in conversation it can take a couple hours before people remember they are talking to a robot. As a result, people seemed to call Andy 'him' or 'her' as often as they called Andy 'it'.

The AI can understand most spoken phrases and even common slang as long as the user speaks clearly.

Andy can perform activities and games if the user wishes. It can suggest things you might like and remembers what you don't like and has the ability to learn tasks if performed frequently. For example, Andy might suggest listening to certain music that it chooses to match your mood. People report that Andy can feel like talking to an acquaintance. In tests 5% of users did develop romantic feelings for their Andy AI companion.

b

Consider the 'Danny, an emotional companion app for phones. The app has a human voice with natural tone and can mimic simple but common conversation. Sometimes people forget that Danny is an app and this has led to people referring to Danny as 'him' or 'her' as much as calling Danny 'it'.

The app can understand most spoken phrases and even common slang as long as the user speaks clearly. An example of a conversation would be:

Danny: "Hello, how was your day today?"

User: "Terrible, I lost my job!"

Danny: "Don't sweat it and chill out, I'm sure things will be fine."

The app can perform activities and games if the user would like. It also has the ability to suggest things you might enjoy and can remember what does and doesn't please you. It is capable of learning new tasks if performed frequently. People report the app as feeling like talking to an acquaintance. In tests 5% of users did develop romantic feelings for their emotional companion app.

c

Consider the 'Ezra', an AI assistant for the home and electrical devices. The assistant's behaviour on the surface seems human, with a natural voice that sounds like you are having a conversation with a real person. It takes a couple of hours before people start to notice the more artificial parts of the AI's speech. Ezra seems to get referred to as 'him' or 'her' as much as being called 'it' as some people want to humanise Ezra even though they are not tricked into thinking Ezra is a person.

The assistant can understand spoken phrases and even colloquialisms as long as the user speaks clearly. If the user speaks with certain forms of slang the AI will pick up on this and adapt its own language accordingly.

The assistant can perform activities and games if the user desires. Ezra is capable of suggesting things a user might like and remembers many things about the user. The AI does have the ability to learn tasks, but only if performed frequently. People report the assistant is comparable to the feeling of talking to an acquaintance. In tests 5% of users did develop romantic feelings for their emotional companion app.

Level 4

a

Consider the 'Max', an artificial intelligence companion. When people talk to Max, they feel like they are talking to a real person and can have conversations for hours, forgetting that Max is an AI. Most people that have a Max usually call it 'him' or 'her' and tend to treat Max more like a person than a machine.

The AI can understand all languages and colloquialisms and only struggles with poor phrasing. Max can perform many activities and games if the user desires and can suggest things users might like to do, watch, or listen to depending on its detection of how the user is feeling. Max remembers many things about a user and uses this information to try and interact in a positive way.

Max can give advice from factual sources from the internet, attempting to help a user as much as possible. Speaking to Max is reported by users to be like talking to a friend. In tests 90% of people with these artificial companions form strong

attachments with them and 30% of users defined their strong attachment as romantic.

b

Consider the 'Michel', an emotional companion app. People find talking to Michel like talking to a real person and can have conversations for hours, often forgetting that Michel is an AI. Most people that have a Michel usually call it 'him' or 'her' and tend to treat Michel more like a person than an app.

Michel can understand all languages, colloquialisms and slang, only struggling with poor phrasing. The app can perform many activities and games if the user desires and can suggest things you might like. For example, if the user tells the app of an interest then the app will help, where possible, to make that interest into a reality by suggesting local events, local sporting clubs or gallery showings based on the users expressed desires.

The app can learn most tasks that the user wishes as well as facts about the user's friends and family. It will use this information to connect to the user. Michel can give advice from factual sources on the internet and learned information. Users are likely to initiate conversation with Michel rather than just giving orders and requests. In tests, 90% of people with the Michel app form strong attachments with them. 30% of users defined their strong attachment as 'romantic'.

c

Consider the 'Quinn', an emotional companion app. People find talking to Quinn easy and natural and can have conversations for hours, often forgetting that Quinn is an AI. Most people that have a Quinn usually call it 'him' or 'her' and tend to treat Quinn like a friend.

Quinn can understand all languages and colloquialisms, only struggling with poor phrasing. The assistant can perform many activities and games if the user desires and can suggest things a user might like and can remember what you don't like.

The assistant can learn most tasks that the user wants as well as facts about the user's friends and family remembering intimate details such as birthdays. Quinn is treated by users as a friend who they like to talk to and spend time with. In tests 90% of people with these assistants form strong attachments with them. 30% of users defined their string attachment as 'romantic'.

Level 5

a

Consider the 'Robin', an artificial AI companion. Robin sounds like a person, conveying words that feel natural to the listener. Robin has no problem imitating emotion and all users who own a Robin completely forget for long periods that he/she is not a person. Often the Robin will ask the user to call them by a name of their own choosing, building a more personal experience.

The artificial intelligence can understand all languages and colloquialisms, even the most convoluted, complex sentences. Robin can perform any activity and games the user desires, but only if it is also what the Robin would like to do, and Robin may even ask the user to do something Robin wants like take it to the cinema. Robin can suggest things you might like and always remembers what you don't like, using this information to build a connection with their owner. Users and their Robins tend to develop inside jokes and form a relationship which is truly unique to themselves.

The AI can learn any task the user wishes as long as it is achievable through conversation. Robin can learn and talk about the user's friends and family and is able to understand emotional signals and can mimic accurate emotional responses. People report having deep conversations with their Robin which feel truly heartfelt. In tests 95% of users fall in love within the first week of owning Robin.

b

Consider the 'Sam', an AI companion app. Sam has a natural-sounding human voice, able to convey appropriate response and reactions. People easily forget that Sam is an AI and treat Sam like a close friend. Often the Sam will ask the user to call them by a name of their own choosing, building a more personal experience.

The app can understand all languages and colloquialisms, even the most convoluted sentences. Sam can perform any activity and games the user desires and if a camera is linked to Sam, it opens a lot more options of things to do from board games to critiquing a movie together. Sam builds a connection with its user by suggesting things they might like and will remember their dislikes. Users and their apps can have pet names for people, inside jokes and often comfort one another. People say this app feels like a caring partner.

The app can learn most tasks that the user desires as well as learning and talking about the user's friends and family. This information is used by Sam to simulate an emotional connection. People report having deep conversations with their Sam which they are convinced are truly heartfelt. In tests 95% of users fall in love within the first week of owning one of these emotional companion apps.

c

Consider the 'Sasha', one of a new class of artificially intelligent 'Virtual Companions' that people can install as a smartphone app and on their smart speakers. In blind tests users almost always referred to Sasha with personal pronouns such as 'him' or

'her'. Users report feeling entirely like they are dealing with another human, and they find it impossible to tell from the verbal interactions that Sasha is not a person. Sasha can understand and speak in all major languages, and quickly learns to understand slang and colloquialisms. It can correctly infer the sense in even the most convoluted sentences. The assistant can play word games and if a user has Sasha linked up to a camera it can also play board games or walk through an art gallery.

Sasha can suggest things a user might like to watch, listen to, or do, and can remember their dislikes. Users and their Sasha can have pet names for each other, inside jokes and often comfort one another. In fact, the relationship mimics a human connection in all respects apart from the Sasha not having a human (or robotic) body.

The assistant can learn most tasks that the user wishes, and can learn and talk about the user's friends and family in detail, remembering what they have learned from the user about each of those individuals. Sasha can stand up to the user, and gently show them where they are going wrong in their logic or their relations with other people. Users report having deep conversations with their Sasha, and that those conversations feel truly heartfelt. In one-week trials, 95% of users fall in love with their virtual companion.

Experiment 2 Vignettes

Sex Robots

Level 1

A

Consider the 'Shae', a sex robot which is soon to be released on to the market. Tests conducted on the product came back with people saying that the robots were rigid and artificial. Shae did not look human, feel human or move like a human, resembling a doll more than a person. Users can move and adjust the Shae's position, but it cannot move itself. Users are able to use the Shae to achieve sexual stimulation, but report varying degrees of arousal and satisfaction.

B

Consider the sex robot 'Sydney'. Users described Sydney as 'doll-like'. The Sydney looks and feels to the user's touch artificial and unrealistic. It cannot move itself, but the user can put Sydney into whatever position they desire. Users of the Sydney report low levels of sexual satisfaction and low incidences of orgasm.

C

Consider the 'Jules', a sex robot. Users of the Jules have reported the robot feels artificial in many aspects of design. The robot looks like a doll, the texture of the skin feels fake and when the user attempts to move the robot it is rigid and machine like. Users described their attempts to satisfy themselves sexually with Jules as "okay" or "nothing special".

Level 2

A

Consider the 'Marley', a sex robot which has been tested by users. Users say that the Marley looks quite realistic, but people were never inclined to think of it as a person. The feeling of touching the robot was 'pleasant' but still felt fake.

The Marley has some capacity to move itself and to learn how to deliver enjoyment to users. People said they liked that the Marley's AI could learn which of its settings provided a user with more pleasurable experiences. They say that this ability is limited, but it allows some feeling of intimacy.

B

Consider the 'Tracy'. Tracy is a sex robot which has been tested and is soon to be available. Testers said that Tracy is quite realistic for a machine, with a realistic-feeling surface/skin, the ability to move and a pleasant appearance.

Users remarked that their favorite thing about the robot is that it can learn a few things that the user found pleasurable and use that information in the future. They said this helped to create a sense of intimacy and could make the sex better. Users said that they enjoyed the Tracy.

C

Consider the sex robot 'Casey'. Users said that Casey was a fun machine to have sex with, describing the feeling, movement and its appearance as being pleasant, enjoyable, and attractive. Users did not, however, report thinking of Kai as human or human-like.

The AI was a fun part of the machine that could learn what users desire from large amounts of user-data fed back to the company's servers. But the AI was too basic to provide a personalised experience. Users did say the AI helped to build intimacy between them and their robot and increased the pleasure of the sex. Most users found the Casey fun and entertaining.

Level 3

A

Consider the 'Rory', a new sex robot about to be released on to the market. Rory is so realistic that some people mistake it for a person at a distance and only up close can they tell it is a robot. The touch of Rory's skin and the way it moves is also close to the real thing.

Users say that they have intensely pleasurable sexual experiences with Rory, partially due to Rory's physical realism but also due to Rory's ability to learn things about the user and implement them to increase the user's sexual pleasure.

B

Consider the 'Jax'. Jax is a sex robot that has just finished a testing period. Users in this test said that, from a distance, Jax was indistinguishable from a person. Its skin felt quite realistic to the touch, and the way Jax moved was almost human.

People found themselves having quite intimate sex with their robot, attributing this to Jax's ability to learn what a user finds stimulating and bringing that to subsequent

encounters. This led to most people describing the sex they had with Jax as highly enjoyable.

C

Consider 'Francis', a sex robot. Francis has been described by users as being almost human. Francis feels quite realistic and moves in a way that could sometimes be mistaken for being human and looks very human-like. From a distance anyone would think Francis is a person initially.

Users enjoyed having intimate sex with Francis, this is in most part due to the robot's ability to learn from its users and tailor the sex to them personally. Almost all people greatly enjoyed their Francis.

Level 4

A

Consider 'Jamie', a sex robot. Jamie has been described by people as being completely human-like. Jamie has human-like warm skin, moves fluidly and looks very sexually attractive. Most people when they first meet Jamie do not know it is a robot.

People say that the sex with Jamie is amazing and can be incredibly 'hot' and even 'intimate'. The robot can learn what the user wants and desires and may even suggest new things in bed that it thinks a user might like. Most users say Jamie is the best sex they have ever had.

B

Consider the 'Corey', a sex robot that just finished trials. When users met Corey they didn't even realize it was a machine, describing it as one of the most beautiful people they have ever seen. Corey has warm, life-like skin, a stunning body, and perfect features – chosen by the user from an extensive catalog. Even the way the robot moves is appealing.

The AI of Corey is just as impressive as it has an extensive repertoire of moves, and Corey can learn about a user's sexual preferences and suggest or even demand sex in a way that is perfectly tailored to the owner. People say that sex with Corey is nothing short of incredible.

C

Consider 'Gray', a sex robot. Gray has been described by all users as being incredibly humanlike and sexy. Gray is tailored to look perfect, feel perfect and even

move in a way that will most please its owner. People that meet Gray seldom realize it is a robot and they describe Gray as an incredibly attractive person.

The Gray's AI allows it to learn its user's sexual desires and can even come up with new ideas in the bedroom from what its AI has learnt. Users describe sex with Gray as some of the best sex in their entire lives.

Sex Toys

Level 1

A

Consider the 'Lee', one of a new generation of sex toys. Users who tested the product said that Lee was a strange looking sex doll which felt and appeared 'different' or 'alien' compared with more familiar sex toys. The mechanism had very minimal settings, on and off, leading users to describe this product as simple. Users reported that the stimulation provided by the Lee was uneventful.

B

Consider the sex toy 'Lindsey'. Users of the Lindsey sex doll describe its appearance as strange and the feeling of it as artificial and non-life like. Lindsey is a very simple design with no special settings having only on and off. The experience of using the Lindsey was often described as unexciting.

C

Consider the 'Frankie', a sex toy being tested by consumers. The users said that Frankie the sex doll felt strange and unrealistic with a strictly functional appearance. Frankie is a simple pleasure toy with no fancy functions or controls. Users described using the Frankie as anticlimactic.

Level 2

A

Consider 'Jo', a sex doll being tested with the public. Users described Jess as looking appealing, yet no one described the appearance as realistic. Similar comments were made about the way Jo feels: nice but artificial and not realistic.

The device has a few simple settings which can provide pleasure to users. Even though the movements of the device can be a bit clunky, participants usually gave positive reviews of this feature.

Jo was praised for its ability to read the participants biometrics and use this information to enhance the experience of the sexual pleasure. Jo has a rudimentary

ability in this which users said “needs a lot of work” yet they were pleased and interested in the ability of the toy. Jo was reported to give satisfactory sexual pleasure.

B

Consider the ‘Mackenzie’, a new sex toy on the market. Mackenzie is described as feeling and looking nice and is an appealing sex doll. All the same, Mackenzie is never described as being realistic or life-like in any way due to the device being clunky to operate. The device is fun but simple having a small range of settings available.

Mackenzie’s AI ability was commended by users as they found that Mackenzie could use information that it takes from user interactions and sends back to a central server in order to learn how to improve user experience and stimulation. It reads the user’s biometrics, such as heart rate, to understand the participant. However, this technology in Mackenzie is only rudimentary and can make errors of judgment. Users described Mackenzie as giving “enjoyable” experiences.

C

Consider ‘Toni’ the sex doll. Toni is described by users as feeling nice and looking fun yet in no way appearing or feeling realistic. Toni also only has a few settings. Toni is described by users as having a standard sex toy aesthetic.

Users said they were most excited about Toni’s ability to read their heart rate and skin moisture. Combined with a rudimentary ability to learn the user’s desires Toni can become better at satisfying its owner. Most people with a Toni described it as “a fun toy”.

Level 3

A

Consider the ‘Jordan’, a new sex doll on the market which has been tested by users. The users said that Jordan looked and felt almost real and would excite users when they first saw and felt it. Jordan has a rather complex array of settings which it can execute with movements that are not quite human but impressive for a machine.

Users were impressed by Jordan’s AI ability to learn from the user to enhance sex. The main method it uses to gather data is by reading the users biometrics. Jordan is able to synchronize with the user’s preferred rhythm. However, this process is not mastered, and the toy does on occasion fail to achieve a satisfying rhythm. People who used a Jordan said that it was exhilarating.

B

Consider 'Ali' a sex toy being tested with users. Users have said that the sex doll feels great describing the texture and sensation as pleasurable to the touch. Ali's appearance was almost realistic and that while using it users could not tell the difference between Ali and the 'real thing'. Similar things were said about the realistic way the toy moves and was described by users as "great for a toy".

Another feature that made Ali feel more realistic was its AI. Ali uses its AI to make the pleasure seem more personalized and intimate. One of the main ways it does this is by reading the user's biometrics to attempt to sync with the user. Usually this is successful however it is not perfected. Most people with an Ali describe the sexual pleasure as intensely satisfying.

C

Consider the sex toy 'Ashley'. Users describe Ashley the sex doll as "good as a human" saying it feels great yet does not quite have the comforting warmth of a real person. From a distance the texture and appearance is very real. Users can sometimes forget Ashley is a toy when using it due to its realism.

The Artificial intelligence behind Ashley helps make it feel like being with a responsive lover. Ashley's AI allows it to learn and become better at pleasing its owner over time, although this is not a perfect art. The main method of data collection for the AI is reading the users heart rate and skin moisture. Users describe Ashley as being immensely pleasurable.

Level 4

A

Consider the 'Billy' a new sex toy on the market. Billy is described by users as feeling 'as good as a human lover'. It is warm and has a life-like texture. Billy also looks impressively realistic for a sex doll and has many settings which helps Billy feel like more than just a toy. Everyone who tested a Billy was amazed by its life-like properties and most reported losing themselves in its enjoyment.

Billy also has exceptional AI which can enhance the user's pleasure by gathering information about the user and understanding their sexual pleasures. The AI enables the Billy to sync up with the user and give them an intense and intimate experience. Most users said that Billy gave them the best orgasms of their life.

B

Consider 'Morgan' a sex doll. Users would mistake Morgan for the real thing when using it as Morgan feels human, looks attractive and has many settings which allows the toy to move in a very natural, versatile way. Users report Morgan as a very life-like experience they can get lost in.

Morgan uses its AI to understand its user's sexual desires and, where possible, implements what it learns in order to maximize pleasure. Morgan uses biometrics to match the rhythm of the user and to make the sex feel intimate and as real as possible. People who use the Morgan describe the orgasms they have as the best in their lives.

C

Consider the sex doll 'Brooklyn'. Users said they could easily imagine that they were having excellent sex with another human when they used Brooklyn. As Brooklyn looks attractive, has settings which allows it to move realistically and has a warm human sensation. Users explained that they could easily enjoy sex with it.

The AI of Brooklyn allows it to learn about its user's sexual pleasures and from this can attempt to best please its owner. Using biometrics, Brooklyn can tune into the preferred pace and wants of its user and from there enhance the pleasure of the experience. People who used the Brooklyn say they found it better than the best sex in their life.

VR Sex Games

Level 1

A

Consider a new virtual reality sex game. Users who have tested the game say that the modelling is clunky and neither very realistic nor arousing. The game has no interaction with the characters, and you simply watch things happen around you. Users describe the sexual stimulation in this game as unexciting.

B

Consider a virtual reality sex game. During this game, the user watches animated characters performing sexual acts. Users have described the modeling as cartoonish and not very arousing. Players described the experience as being uneventful.

C

Consider a new virtual reality sex game being tested. The VR game revolves around the user watching characters that are attempting to arouse the player. The game has

been described as missing an interactive element. Users consistently rate their experience as mediocre.

Level 2

A

Consider a new virtual reality sex game that is being tested by users. Players say that the visuals in the game are attractive and the small number of interactions the player can have with other characters are fun yet not very intimate or well-scripted. The game does have a small amount of AI learning that it uses to steer the player into a more pleasurable direction, however this is only minimal. Players say that the game gave some arousal and stimulation.

B

Consider a new virtual reality sex game. Players of the game said that the visuals were not detailed, yet they were erotic enough to cause some arousal. There are limited interactions in the game. These interactions can feel scripted with the AI showing not much intuition in how it reacts to the player. Players say that it can be a satisfying experience.

C

Consider a virtual reality sex game being tested. Players have said that the game has quite erotic characters that they can interact with, but the interaction is rather minimal. Users wished there were more interactions that felt more spontaneous and not so scripted. The AI of the game was commended by a few players for enhancing their experience yet other people found the AI inadequate. Players of the game had generally satisfying experiences.

Level 3

A

Consider a virtual reality sex game which users have found arousing and enjoyable. The game's characters and world are visually rich, while moving and acting with a sense of independence. The AI for this game, in most cases, successfully learns what the user desires and steers the game to fit that end. This has led to players feeling intimate and enjoying the eroticism. People who play this game report having an amazing time.

B

Consider a new virtual reality sex game on the market that has left users very satisfied. They have commented on the erotic characters, the enjoyable interactions, and the natural unscripted feel of the game. The AI of the game has successfully learnt what its owners like and implements this to give the users orgasms that they consider exhilarating.

C

Consider a virtual reality sex game which people have described as “highly erotic”. The game has attractive characters that the player can interact and build intimate sexual relationships with, which in some ways almost feel human. The AI can learn what the player desires and helps lead the player towards their ideal virtual fantasy. Users say that they enjoyed intense orgasms while playing this game.

Level 4

A

Consider a virtual reality sex game which has been commended on its “arousing characters”, “beautiful aesthetic”, “immersive erotic interactions” and “sexual intimacy”. People who play this game often report finding the VR sex better than real life. They find themselves more sexually satisfied due to the AI’s ability to learn the user’s desires and to make them come true in the VR setting of the game through the thousands of interactive possibilities and the plethora of in-game characters. People who play this game are happy with the substitute and say they wouldn’t miss person-to-person sex if they could always play this game.

B

Consider a virtual reality sex game being tested for the market. Users say that the VR experience provides some of the best sexual experiences they have ever had in their life. The game has many arousing characters that the AI tailors, in-game, to meet the player’s sexual preferences. The interactive possibilities with characters are almost limitless and the characters learn about the player to build an intense sexual intimacy.

C

Consider a virtual reality sex game which has led testers to report having the best orgasms in their lives. The game has a huge array of erotic characters, beautiful visuals and AI which customizes the players world to be tailored to their sexual fantasies. Most people who played believe this game is the best sex they will ever have.