

Company Information	Company Name	Godot Inc.				Industry	Trading / Service		
	Website	https://godot.inc/							
Technology / Solution	Tech/Solution Name	AI Behavior Simulator for Urban Policy Design (built on Narrative Finder®)							
	Which field does the tech/solution contribute to?	Smart City							
	Which problem can the tech/solution solve?	Traffic/Mobility	☐	Energy	☒	Disaster Prevention	☐		
		Infrastructure Maintenance	☒	Community Activation / Sightseeing	☒	Health/Medical	☐		
		Agriculture, Forestry and Fisheries	☒	Environment	☒	Security	☒		
		Logistics	☒	Urban Planning / Maintenance	☐	Others (Free Writing)			
	Key words	AI Behavior Simulator for Urban Policy Design (built on Narrative Finder®)							
	Overview of the tech/solution	Godot's urban AI behavior simulator lets urban planners test the effects of policies in a virtual environment before committing to real-world investment. It models a city using AI "citizens" (Hundreds of people) endowed with behavioral science traits, and has three key features: • Explains not just what happened, but why, from a behavioral science perspective • Uncovers hidden risks where a policy that works well "on average" disadvantages a subset of the population • Reproduces the secondary effects that one person's behavior has on others Transportation has been the flagship use case so far, but this simulator can be applied to any urban behavior, including energy conservation, water use, and community engagement.							
	Discription of the tech/solution	Godot's Approach: Narrative Finder® • Godot develops Narrative Finder®, combining behavioural science and generative AI simulation. • Simulates decision-making processes as well as behaviour, • offers clear explainability and interpretability with behavioural sciences, and • enhances inclusivity by including groups of people left behind by "mathematical models". • With this technology, our early customers have already started their simulations!							
	Global Expansion	Asia	Considering development	Africa	Consider if requested	Middle East	Considering development	Europe	Considering development
Russia		No plan to develop	Oceania	No plan to develop	North America	Consider if requested	Mid/South America	No plan to develop	
	Country	Malaysia							
	City	Anonymized City							
	Project name	Traffic Optimization & Behavioural Change Project							

Case Study	Project Overview	In City A, challenges persisted even after the introduction of the Bus Rapid Transit (BRT) system, specifically regarding sluggish ridership growth and unresolved traffic congestion. To address the question of why public usage failed to rise despite infrastructure enhancements, the team utilized a simulation approach combining behavioral science with Large Language Models (LLMs). The methodology involved creating 250 AI agents—representing a population of approximately 5,000 actual commuters—using an LLM-based commuting simulator (Narrative Finder®) and real-world data. These agents autonomously made daily decisions regarding their mode of transport under various environmental conditions (such as weather, traffic, and intervention measures), allowing the team to replicate metrics like BRT ridership and wait times. Finally, based on a review of behavioral science literature and on-site interviews, the team designed several interventions—such as awareness campaigns and point-based incentive schemes—and ran simulations to identify the most effective measures, ultimately formulating proposals to boost BRT ridership.																
	Discription of the project																	
	Website of the project																	
SDGs	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	
Note (Award etc.)	•February 2025: Selected as a finalist in the Startup Category of the 6th IP BASE AWARD, hosted by the Japan Patent Office •March 2025 issue: Selected for Forbes Japan's "50 Promising AI Startups in Japan" •June 2026: Selected for the World Economic Forum "Technology Pioneers program"																	