CLAIMS

~~1. A data providing method comprising:~~

~~determining a hypothetical question of a user using an application program;~~

~~determining an answer to the hypothetical question; and~~

~~providing the answer in the form of a hint to the user.~~

~~2. The data providing method of claim 1, further comprising:~~

~~storing history information of at least one further database; and~~

~~determining the hypothetical question based on the historical information.~~

~~3. The data providing method of claim 1, further comprising:~~

~~storing application information about the application program used by the user; and~~

~~determining the hypothetical question based on the application information.~~

~~4. The data providing method of claim 1, further comprising:~~

~~storing profile information of the user; and~~

~~determining the hypothetical question based on the profile information.~~

~~5. The data providing method of claim 1, further comprising:~~

~~storing real-time information of at least one of the application program used by the user or of a system used by the user for executing the application program; and~~

~~determining the hypothetical question based on the real-time information.~~

~~6. The data providing method of claim 1, further comprising:~~

~~providing the hint to the user using at least one of audio information, visual information, text information, vibration information, pressure information, and heat information.~~

7. The data providing method of claim 1, further comprising:

receiving a question from the user;

determining an answer to the receive question; and

providing the answer to the user.

8. The data providing method of claim 7, further comprising:

receiving the question from the user using at least one of audio information, visual information, text information, gestures information, button depression information, neural information, movement information, biosensor information, touch information, smell information, or taste information.

9. The data providing method of claim 7, further comprising:

providing the answer to the user using at least one of audio information, visual information, text information, vibration information, pressure information, and heat information.

10. The data providing method of claim 1,

wherein the application program comprises a computer game.

11. A data providing system comprising:

a question determination circuit configured to determine a hypothetical question of a user using an application program;

an answer determination circuit configured to determine an answer to the hypothetical question; and

a pre-emptive monitor circuit configured to provide the answer in the form of a hint to the user.

12. The data providing system of claim 11, further comprising:

a historical database configured to store history information of at least one further database;

~~wherein the question determination circuit configured to determine the hypothetical question based on the historical information.~~

~~13. The data providing system of claim 11, further comprising:~~

~~an application information database configured to store application information about the application program used by the user;~~

~~wherein the question determination circuit configured to determine the hypothetical question based on the application information.~~

~~14. The data providing system of claim 11, further comprising:~~

~~a user profile memory configured to store profile information of the user;~~

~~wherein the question determination circuit configured to determine the hypothetical question based on the profile information.~~

~~15. The data providing system of claim 11, further comprising:~~

~~a real-time data memory configured to store real-time information of at least one of the application program used by the user or of a system used by the user for executing the application program;~~

~~wherein the question determination circuit configured to determine the hypothetical question based on the real-time information.~~

~~16. The data providing system of claim 11,~~

~~wherein the pre-emptive monitor circuit is configured to provide the hint to the user using at least one of audio information, visual information, text information, vibration information, pressure information, and heat information.~~

~~17. The data providing system of claim 11, further comprising:~~

~~a question input circuit configured to receive a question from the user, wherein the answer determination circuit is configured to determine an answer to the receive question; and~~

~~an answer providing circuit configured to provide the answer to the user.~~

~~18. The data providing system of claim 17,~~

~~wherein the question input circuit is configured to receive the question from the user using at least one of audio information, visual information, text information, gestures information, button depression information, neural information, movement information, biosensor information, touch information, smell information, or taste information.~~

~~19. The data providing system of claim 17,~~

~~wherein the answer providing circuit is configured to provide the answer to the user using at least one of audio information, visual information, text information, vibration information, pressure information, and heat information.~~

~~20. The data providing system of claim 11,~~

~~wherein the application program comprises a computer game.~~

~~21. A computer-readable medium comprising instructions which, when executed by a computer, make the computer perform a data providing method, the data providing method comprising:~~

~~determining a hypothetical question of a user using an application program;~~

~~determining an answer to the hypothetical question; and~~

~~providing the answer in the form of a hint to the user.~~

~~22. The computer-readable medium of claim 21, further comprising instructions which, when executed by a computer, make the computer perform:~~

~~storing history information of at least one further database; and~~

~~determining the hypothetical question based on the historical information.~~

~~23. The computer-readable medium of claim 21, further comprising instructions which, when executed by a computer, make the computer perform:~~

~~storing application information about the application program used by the user; and~~

~~determining the hypothetical question based on the application information.~~

~~24. The computer-readable medium of claim 21, further comprising instructions which, when executed by a computer, make the computer perform:~~

~~storing profile information of the user; and~~

~~determining the hypothetical question based on the profile information.~~

~~25. The computer-readable medium of claim 21, further comprising instructions which, when executed by a computer, make the computer perform:~~

~~storing real-time information of at least one of the application program used by the user or of a system used by the user for executing the application program; and~~

~~determining the hypothetical question based on the real-time information.~~

~~26. The computer-readable medium of claim 21, further comprising instructions which, when executed by a computer, make the computer perform:~~

~~providing the hint to the user using at least one of audio information, visual information, text information, vibration information, pressure information, and heat information.~~

~~27. The computer-readable medium of claim 21, further comprising instructions which, when executed by a computer, make the computer perform:~~

~~receiving a question from the user;~~

~~determining an answer to the receive question; and~~

~~providing the answer to the user.~~

~~28. The computer-readable medium of claim 27, further comprising instructions which, when executed by a computer, make the computer perform:~~

~~receiving the question from the user using at least one of audio information, visual information, text information, gestures information, button depression information, neural information, movement information, biosensor information, touch information, smell information, or taste information.~~

~~29. The computer-readable medium of claim 27, further comprising instructions which, when executed by a computer, make the computer perform:~~

~~providing the answer to the user using at least one of audio information, visual information, text information, vibration information, pressure information, and heat information.~~

~~30. The computer-readable medium of claim 21,~~

~~wherein the application program comprises a computer game.~~

1. A method for facilitating game play comprising:

providing an artificial intelligence game mentor comprising a user interface, a pre-emptive monitor, and a question and answer engine;

collecting data, by the pre-emptive monitor, from different sources relating to a game program;

continuously monitoring and analyzing situations in the game program using the pre-emptive monitor;

providing inputs through the user interface to the question and answer engine, wherein the inputs comprise audio information, visual information, text information, gestures information, button depression information, neural information, movement information, biosensor information, touch information, smell information, or taste information,

wherein the input further comprises multiple inputs combined into a single input by the question and answer engine;

determining, by the pre-emptive monitor, a game play question from the collected data and the continuously analyzed situations in the game and whether to present the game play question to the question and answer engine, wherein the game play question relates to a particular situation in the game program;

determining an answer to the game play question based on the collected data, wherein the answer determination is a cyclic process to enable continuous learning and improvement by the artificial intelligence game mentor; and

providing the answer comprising one or more hints or guides to the user through the user interface as an overlay to augment the game play using at least one of audio information, visual information, text information, vibration information, pressure information, and heat information provided by an output compositor, and the answer further comprises pre-emptive assistance to the user during the game play; and

having the artificial intelligence game mentor act as a real-time virtual coach for the user.

2. The method of claim 1, further comprising:
storing history information of at least one further database; and
determining the game play question based on the historical information.

3. The method of claim 1, further comprising:
storing game information about the game program used by the user; and
determining the game play question based on the game information.

4. The method of claim 1, further comprising:
storing profile information of the user; and
determining the game play question based on the profile information.

5. The method of claim 1, further comprising:
storing real-time information for the game program used by the user or of a system used by the user for executing the game program; and
determining the game play question based on the real-time information.

6. The method of claim 1, further comprising:
the game play question being a specific question received from the user;
determining a specific answer to the received specific question; and
providing the specific answer to the user, wherein the system acts as the virtual coach providing the specific answer through the user interface.

7. The method of claim 1, further comprising:
storing the hints on a server and transmitting the hint from the server to the user playing the game program.

8. The method of claim 1, further comprising:
the question and answer engine receiving in multiple formats and give replies in multiple formats.
9. The method of claim 1, wherein the cyclic process further comprises the artificial intelligence game mentor recording and examining its past answers and responses from the user.

10. An artificial intelligence game mentor for facilitating game play comprising:

a database populated with data collected from different sources relating to a game program;

a question and answer engine processing questions and answers, wherein the question and answer engine receives inputs through a user interface, the inputs comprising audio information, visual information, text information, gestures information, button depression information, neural information, movement information, biosensor information, touch information, smell information, and taste information, wherein the inputs further comprises multiple inputs combined into a single input by the question and answer engine;

a question determination circuit configured to determine a game play question from the collected data, the continuously analyzed situations in the game and the inputs provided to the question and answer engine, wherein the game play question relates to a situation in the game program;

an answer determination circuit configured to determine an answer to the game play question, wherein the answer determination is a cyclic process to enable continuous learning and improvement by the artificial intelligence game mentor; and

a pre-emptive monitor circuit configured to collect the data and continuously monitor and analyzing situations in the game program and determine whether to present the game play question to the question and answer engine;

the answer comprising one or more hints or guides to the user through the user interface as an overlay to augment the game play using at least one of audio information, visual information, text information, vibration information, pressure information, and heat information

provided by an output compositor, wherein the answer further comprises pre-emptive assistance to the user during the game play; and

the artificial intelligence game mentor providing real-time virtual coaching to facilitate the game play for the user.

11. The system of claim 10, further comprising:

a historical database configured to store history information of at least one further database;

wherein the question determination circuit configured to determine the game play question based on the historical information.

12. The system of claim 10, further comprising:

a game information database configured to store game information about the game program used by the user;

wherein the question determination circuit configured to determine the game play question based on the game information.

13. The system of claim 10, further comprising:

a user profile memory configured to store profile information of the user;

wherein the question determination circuit configured to determine the game play question based on the profile information.

14. The system of claim 10, further comprising:

a real-time data memory configured to store real-time information for the game program used by the user or of a system used by the user for executing the game program;

wherein the question determination circuit configured to determine the game play question based on the real-time information.

15. The system of claim 10, further comprising:

a question input circuit configured to receive a specific question from the user, wherein the answer determination circuit is configured to determine a specific answer to the received specific question; and

an answer providing circuit configured to provide the specific answer to the user, wherein the system acts as the virtual coach providing the specific answer through the user interface.

16. The system of claim 15,

wherein the answer providing circuit is configured to provide the specific answer to the user using at least one of audio information, visual information, text information, vibration information, pressure information, and heat information.

17. The artificial intelligence game mentor of claim 10, further comprising:

a server for storing the hint, wherein the server comprises a transmitter for transmitting the hint to the user playing the game program.

18. The artificial intelligence game mentor of claim 10, further comprising:

the question and answer engine receiving queries in multiple formats and providing replies in multiple formats.

19. The artificial intelligence game mentor of claim 10, wherein the cyclic process further comprises the artificial intelligence game mentor recording and examining its past answers and responses from the user.

20. A non-transitory computer-readable storage medium providing instructions for execution by a computer to perform a method for facilitating game play, the method comprising:

providing an artificial intelligence game mentor comprising a user interface, a pre-emptive monitor, and a question and answer engine;

collecting data, by the pre-emptive monitor, from different sources relating to a game program;

continuously monitoring and analyzing situations in the game program using the pre-emptive monitor;

providing inputs through the user interface to the question and answer engine, wherein the inputs comprise audio information, visual information, text information, gestures information, button depression information, neural information, movement information, biosensor information, touch information, smell information, or taste information provided by an output compositor;

wherein the input further comprises multiple inputs combined into a single input by the question and answer engine;

determining, by the pre-emptive monitor, a game play question from the collected data, the continuously analyzed situations in the game and whether to present the game play question to the question and answer engine, wherein the game play question relates to a particular situation in the game program;

determining an answer to the game play question based on the collected data, wherein the answer determination is a cyclic process to enable continuous learning and improvement by the artificial intelligence game mentor; and

providing the answer comprising one or more hints or guides to the user through the user interface as an overlay to augment the game play using at least one of audio information, visual information, text information, vibration information, pressure information, and heat information provided by an output compositor, wherein the answer further comprises pre-emptive assistance to the user during the game play; and;

the artificial intelligence game mentor acting as a real-time virtual coach for the user.