

SPEAKER & MEDIA KIT

AI Worldbuilder

Building the future of participatory entertainment.

Where audiences stop watching stories and start living inside them. Founder of Playhouse.ai.
Keynote speaker and advisor to brands, creators, and media companies on the future of
interactive storytelling.

Future of Entertainment

Participatory Worlds

The Worldbuilder Economy

AI & Interactive Storytelling

Entertainment is shifting from *gatekept* storytelling to *decentralized, participatory* worlds.

For a century, a handful of studios and platforms decided what got made and who got seen. That gatekeeping is ending. Power is shifting to creators and communities, audiences are becoming participants and co-owners, and AI makes building entire worlds possible for the first time. The next Disney won't be a studio that publishes content. It will be a creator, brand, or community that operates a world people live inside. Grace researches and builds that shift, and helps organizations get there first.

WHAT GRACE SPEAKS & ADVISES ON

01

The Future of Entertainment

How AI is rewriting creation, distribution, and participation, and what becomes possible only because AI exists.

02

The Rise of Participatory Worlds

Why audiences want to co-create rather than consume, and how fandom is replacing viewership.

03

The Worldbuilder Economy

How creators, brands, and media companies become operators of worlds, not publishers of content.

THE BUILD

PLAYHOUSE.AI: AI-NATIVE PLATFORM FOR PARTICIPATORY WORLDS

Grace doesn't just forecast the future of entertainment, she builds working prototypes of it. Playhouse.ai is a virtual theater where artists and storytellers create 3D animated worlds and become their own studio, so anyone can build the next great entertainment universe. It's where the thesis becomes a product: more play, more imagination, and human artistry that flourishes in the age of AI.

BIOGRAPHY & BIO VARIANTS

SHORT / 1 LINE

Grace Ng is an AI Worldbuilder and founder of Playhouse.ai, building the future of participatory entertainment, where audiences stop watching stories and start living inside them.

MEDIUM / ~75 WORDS

Grace Ng is an AI Worldbuilder exploring the future of participatory entertainment. She is the founder of Playhouse.ai, an AI-native platform for building participatory worlds. In 2022 she became one of the first indie AI filmmakers, crowdfunding an award-winning animated short through web3, co-creating it with AI, and securing its assets on-chain. She advises brands, creators, and media companies on how audiences are evolving from consumers into participants.

LONG / ~140 WORDS

Grace Ng is an AI Worldbuilder exploring the future of participatory entertainment, how AI, interactive storytelling, virtual characters, and audience participation are transforming media from something we watch into something we inhabit. She is the founder of Playhouse.ai, an AI-native platform for building participatory worlds. In 2022 she became one of the first indie AI filmmakers, crowdfunding an animated short through web3, co-creating it with AI, and securing the film's assets on-chain; the debut won a Film Innovation Award, and she was among the earliest NFT artists on Bitcoin. Her work has shown at MIT, Stanford, China Fashion Week, Shanghai Tower, Dubai, and Singapore, and she has spoken at the White House and the United Nations. Previously a tech entrepreneur and VC, she co-founded Lean Startup Machine and Javelin, training 200,000+ founders across 64 countries.

ACCOLADES

First indie AI filmmaker, 2022

Award-winning director

WEF Global Shaper

Tatler Asia · Leaders of Tomorrow

TimeOut · Movers & Shakers

Early Bitcoin NFT artist

SPEAKING

Signature Talks

The End of Passive Entertainment

Why every brand, creator, and studio will become a worldbuilder.

What Comes After Social Media

From followers to fandoms, from feeds to worlds, the next platform shift.

How Brands Become Worlds

Why audiences become participants, and how organizations stay relevant.

Budget-Owning Questions Grace Answers

- How is AI changing entertainment, and what becomes possible because of it?
- How do we build fandom instead of followers?
- What happens when audiences become participants?
- How do brands and studios compete with creators?
- What does creator-owned IP mean for the future of media?

Formats

Keynote · Fireside · Workshop · Executive advisory. Available virtually and worldwide.

SELECTED STAGES: PAST & PRESENT

The White House

United Nations

MIT

Stanford

Slush

CeBIT

NFT.NYC

NFT LA

AI on the Lot

AWE XR

VRARA

Singularity University

Wharton (UPenn)

Princeton

China Fashion Week

WISE Beijing

TESTIMONIALS

[Add 2-3 short quotes from past hosts, partners, or attendees here, e.g. event organizers, brand clients, or collaborators. One sentence each plus name, title, and organization. These dramatically increase booking conversion.]

SELECTED WORK: A TRACK RECORD OF FIRSTS

AI FILM · WEB3 · 2022

CrashPunks: The Animated Series

Award-winning animated short set in a cyberpunk world, co-created with AI, crowdfunded through NFTs, assets secured on Bitcoin. First project of its kind, extended into AR fashion, games, and worldbuilding.

ON-CHAIN ART

CrashPunks NFT Collection

One of the earliest NFT art collections on Bitcoin, sold-out 9K collection via Stacks, with a community that became one of the first DAOs on Bitcoin. Original IP expanding into the metaverse.

BRAIN-COMPUTER ART

BrainPaint / MindPaint

Interactive brain-art interfaces that turn a viewer's mental state into living paintings, early experiments in making audiences participants. Shown at MIT, Stanford, China Fashion Week & Shanghai Tower.

IN PROGRESS

Music & Interactive Releases

Ongoing work at the edge of AI filmmaking, interactive music, and immersive storytelling, a 12-year obsession with turning passive audiences into active participants.

FEATURED & RECOGNIZED BY

Forbes

Inc.

Entrepreneur

The White House

United Nations

World Economic Forum

Tatler Asia

WORK WITH GRACE

Bring the future of entertainment into the room.

Keynotes · Advisory · Partnerships · Press · Playhouse.ai

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