receiving game state data and user data of one or more players participating in a gaming session of a video game being played by the one or more players;

identifying a spectator zone-of-interest in the gaming session, the spectator zone-of-interest having a scene of a virtual gaming world of the video game that is viewable from one or more camera perspectives in the virtual gaming world;

generating statistics and facts for the gaming session based on the game state data and the user data using a first artificial intelligence (AI) model trained to isolate game state data and user data that are likely of interest by one or more spectators; and

generating narration for the scene of the spectator zone-of-interest using a second AI model configured to select statistics and facts from the statistics and facts that are generated using the first AI model, the selected statistics and facts having a highest potential spectator interest as determined by the second AI model, the second AI model configured to generate the narration using the selected statistics and facts.

17. The computer system of claim **16**,

wherein in the method the spectator zone-of-interest is identified based on a third AI model trained to isolate one or more spectator zones-of-interest that are likely to be viewed by one or more spectators, each of the one or more spectator zones-of-interest having a corresponding scene of the virtual gaming world, or

wherein in the method the spectator zone-of-interest is selected by a spectator.

18. The computer system of claim **16**, the method further comprising:

streaming the first camera perspective and the narration to one or more spectators over a network.

19. The computer system of claim **16**, wherein the generating narration for the scene in the method includes:

generating a first narration for the scene that is tailored to one or more first customs and a first communication format of a first geographic region; and

generating a second narration for the scene that is tailored to one or more second customs and a second communication format of a second geographic region.

20. The computer system of claim **18**, the method further comprising:

identifying the spectator zone-of-interest for a previous game play of a player participating in the gaming session; and

streaming the first camera perspective and the narration as a highlight of the previous game play,

wherein the first camera perspective was previously generated during the previous game play, or

wherein the first camera perspective is newly generated for the scene for the previous game play of the player.

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