

PROPOSAL FOR A SPECIAL SESSION at IWANN 2013

TITLE OF THE PROPOSED SESSION

Special Session on Artificial Intelligence and Games (AI-G)

SCOPE

Artificial intelligence (AI) comprises a wide set of techniques with an enormous range of practical applications. Problems arising in this area are typically hard and complex to solve to solve, and the associated search spaces are huge. One of the areas that has recently emerged as an exciting field to do research and that provides a high number of interesting problems is the game domain. Games represent fun but also are interesting to study, and provide competitive and dynamic environments that model many real-world problems. On the other hand, AI has been demonstrated to be a powerful tool to be applied in the game domain, including board games, videogames and mathematical games.

In addition, AI can make a game more attractive from many points of views, and moreover, games can be used to prove the effectiveness of AI techniques.

This session is aimed to bring together leading researchers and practitioners from academia and industry to discuss recent advances and explore future directions in the synergy between AI and games domains, including the application of AI methods to game domain, or the use of games as platform to value the quality of AI techniques for instance.

The topics of interest include, but are not limited to:

- Bioinspired techniques applied to games (Neural-based systems, Evolutionary algorithms, Ant colony optimization, among others)
- Learning in games
- Coevolution in games
- Fuzzy-based approaches for games
- Artificial intelligent modelling or improvement in games
- Theoretical or empirical analysis of AI techniques for games
- Game theory
- Game and videogames applications
- Content generation
- Player satisfaction and experience in games
- Game-based benchmarking
- Computational and artificial intelligence in:
 - Videogames
 - Board and card games
 - Economic or mathematical games

- Serious games
- Augmented and mixed-reality games
- Games for mobile platforms

PAPER FORMAT

Authors must prepare original manuscripts which should not exceed 8 pages in the LNCS Springer-Verlag format. Author guidelines can be found at Springer site: <http://www.springer.com/computer/lncs?SGWID=0-164-6-793341-0>

SUBMISSIONS

All papers (in PDF) must be submitted using EasyChair at:

<https://www.easychair.org/account/signin.cgi?conf=iwann2013>

Choose the special session on “Artificial Intelligence and Games”.

SUBMISSION DEADLINE

January 28, 2013

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