

3rd Symposium on AI & Games

A two-day symposium at AISB 2010 (March 30-31st).

<http://www.dcs.shef.ac.uk/~daniela/AISB10/>

Programme Chairs

Daniela M. Romano, Sheffield University, UK

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Introduction

Computer games form an important sector of the digital economy, computing and entertainment industries, and they are very sophisticated in many ways. The need for better AI in games is deeply felt, however, and recognised by the industry. Conversely, games offer new challenges and excellent application domains for AI technology and research. They are increasingly used for education, serious games or game-based learning, where story and AI techniques create a believable, engaging experience for learners.

This symposium focuses on the application of artificial intelligence or intelligent techniques, frameworks and theories to create interactive, engaging, intelligent games.

It includes themed sessions of papers that propose ways to evaluate or improve the AI in 3D video games; papers that apply AI to support the game design process; and papers that present work in modelling the player, amongst other things.

Two papers that show the relevance of games to AI research are in the first session, where games serve as a simulation testbed to help benchmark algorithms; and where a range of techniques for the detection of emotion are brought together, to support future research into more intelligent game interfaces.

There are five posters in the poster session, covering topics from gesture-based interfaces to 3D worlds, to story-telling. In the demo session will be shown a tool for the recording and visualisation of character activities in FPS worlds.

Some of the authors this year are former participants from the second symposium, which was last year in Edinburgh; and there are many new authors to widen the range of topics covered, and expand this community.

Preparation is advancing for a special issue of the IJGCMS journal "International journal for games and computer-mediated simulations", with the theme of AI & Games. The papers were selected from last year's symposium, and some from this year's too.

If this research community grows as we think it shall, then in future years there will be more symposia, and some of the work here may be re-presented then. The research will build on previous work, and will advance and deepen, no doubt; but we expect that it will always be at least as diverse as the papers are here, in these proceedings.

This symposium is organised in association with the "Artificial Intelligence and Games Research Network." We would like to thank Aladdin Ayesh and the local organisers for their hard work, and of course the members of the Programme Committee for their often excellent help with reviews.

Programme Committee:

Abdennour El Rhalibi, Liverpool John Moores University, UK

Aladdin Ayesh, De Montfort University, Leicester, UK

Bram van de Laar, University of Twente, Netherlands

Brian McDonald, Glasgow Caledonian University, UK

Daniel Kudenko, University of York, UK

Daniel Ramirez-Cano, Imperial College, London, UK

Danny Plass-Oude Bos, University of Twente, Netherlands

David Farrell, Glasgow Caledonian University, UK

Ian Millington, author: "Artificial Intelligence for Games", 2006

Irene Mazzotta, University of Bari, Italy

Isabel Machado Alexandre, DCTI-ISCTE & INEC-ID, Portugal

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Sandy Louchart, Heriot-Watt University, Edinburgh, UK

Simon Colton, Imperial College, London, UK

Stephen McGlinchey, Game AI developer

Stijn Hoppenbrouwers, Radboud University Nijmegen, NL

Stuart Reynolds, AiLive Inc., Mountain View, CA, USA

Thomas Welsh, Glasgow Caledonian University, UK

Tommy Thompson, University of Strathclyde, UK

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