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2011 IEEE Conference on Computational Intelligence and Games

Seoul, Korea

August 31 – September 3, 2011

http://cilab.sejong.ac.kr/cig2011/

CALL FOR PAPERS

Games have proven to be an ideal domain for the study of computational intelligence as not only are they fun to play and interesting to observe, but they provide competitive and dynamic environments that model many real-world problems. Additionally, methods from computational intelligence promise to have a big impact on game technology and development, assisting designers and developers and enabling new types of computer games. The 2011 IEEE Conference on Computational Intelligence and Games brings together leading researchers and practitioners from academia and industry to discuss recent advances and explore future directions in this quickly moving field.

Tutorial and special session proposal:	31 January, 2011
Paper Submission:	15 March, 2011
Decision Notification:	15 May, 2011
Camera-ready Submission:	15 June, 2011
Conference Dates:	31 August – 3 September, 2011

Topics of interest include, but are not limited to, the following:

- Learning in games
- Coevolution in games
- Neural or fuzzy systems for games
- CI for Player Affective Modeling
- Intelligent Interactive Narrative
- Theoretical of empirical analysis of CI techniques for games.
- Player/Opponent modeling in games
- CI/AI-based game design
- Multi-agent and multi-strategy learning
- Comparative studies

- Applications of game theory
- Imperfect information games
- Non-deterministic games
- Player satisfaction in games
- Computational and artificial intelligence in:
  - Video games
  - Board and card games
  - Economic or mathematical games
  - Serious games
  - Augmented and mixed-reality games
  - Games for mobile platforms

The conference will consist of a single track of oral presentations, tutorial and workshop/special sessions and live competitions. The proceedings will be published on IEEE Xplore, and made freely available on the conference website after the conference.

ORGANIZING COMMITTEE:

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