

# 2011 IEEE Conference on Computational Intelligence and Games



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Seoul, Korea

August 31 – September 3, 2011



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<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.

Paper Submission: 2 May, 2011 **Extended!**  
Decision Notification: 15 May, 2011  
Camera-ready Submission: 15 June, 2011  
Conference Dates: 31 August – 3 September, 2011

## KEYNOTE SPEAKERS

- Greg Ashe, Director of Business Intelligence, Activision Blizzard, USA
- Jong-Hwan Kim, KAIST, Korea, "The father of robot football"
- Jeff Orkin, Massachusetts Institute of Technology, USA
- Nathan Sturtevant, University of Denver, USA

## SPECIAL SESSIONS

- Genetic Programming and Game Computational Intelligence
- Real-time strategy games
- Computational Intelligence in Racing Games

## TUTORIALS

- Cultural Algorithms: Incorporating Social Intelligence into Virtual Worlds by Bob Reynolds
- Experience-Driven Procedural Content Generation by Georgios N. Yannakakis and Julian Togelius
- Experimentation in CI-Affected Games Research by Mike Preuss
- Automating the Analysis of Evolved Agents by Dan Ashlock

## 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 or 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:

General Chair : Sung-Bae Cho  
Program Co-Chairs: Simon Lucas and Philip Hingston  
Competition Chair: Julian Togelius  
Publicity Chair: Clare Bates Congdon  
Proceedings Chair: Mike Preuss  
Local Chairs: Kyung-Joong Kim, Kyu-Baek Hwang, Eun-Youn Kim

