



Call for Papers
AIIDE-11



The Seventh AAAI Conference on **Artificial Intelligence and Interactive Digital Entertainment**

October 11-14, 2011

Stanford University, Palo Alto, California, USA

Submissions deadlines:

Research Papers due May 17, 2011

Industry Track abstracts due May 17, 2011

Demonstration abstracts due May 17, 2011

Workshop proposals due May 17, 2011

<http://www.aiide.org/aiide11/>

AIIDE-11 – the Seventh Conference on Artificial Intelligence and Interactive Digital Entertainment – is intended to be the definitive point of interaction between entertainment software developers interested in AI and academic and industrial AI researchers. AIIDE-11 will include invited speakers, research and industry presentations, project demonstrations, interactive poster sessions, and product exhibits. While traditionally emphasizing commercial computer and video games, we invite researchers and developers to share their insights and cutting-edge results on all topics at the intersection of all forms of entertainment and artificial intelligence, including serious games, entertainment robotics, art, and beyond. AIIDE-11 is sponsored by the Association for the Advancement of Artificial Intelligence (AAAI).

PAPERS

Because AIIDE-11 crosses disciplinary boundaries, submissions will be evaluated based on their accessibility to both commercial game developers and researchers in addition to their technical merit.

Research Track

Research Track papers describe AI research results that make advances towards solving known game AI problems or enabling a new form of interactive digital entertainment. The novel technique should be validated in a game prototype or test-bed, but need not be validated in a commercial game. Research Track papers are evaluated by the highest standards of academic rigor. The highest rated papers will be presented in short lecture format. The next highest rated group of papers has the opportunity to present their work in a poster session. Applicants submit a paper of no more than 6 pages in the AAAI format for double blind review (i.e., authors names and affiliations are omitted). All papers will be allocated 6 pages in the proceedings regardless of presentation format.

Industry Track

Individuals that have game development experience but lack the time or need for publishing rigorous academic papers can alternatively apply to the Industry Track. This track will include presentations of AI techniques, issues, or case studies from the perspective of implementing a product in the current commercial environment. Presentation proposals will be evaluated on their potential for conveying clearly elaborated ideas that have not been previously described to an adequate degree. Industry Track applicants submit an extended abstract describing the content of the proposed talk that also includes one paragraph describing their game industry experience. An extended abstract of two pages is sufficient, although any length up to that of a full paper (6 pages) is acceptable. Abstracts will be published in the conference proceedings.

Example Topics (List is Suggestive Only)

- **AI Supported Game Production and Authoring Tools**
Behavior-building, cognitive modeling, data collection and encoding, game design support, content authoring support, testing
- **Novel Solutions for Traditional Game AI Problems**
Path planning, animation/camera control, tactical/strategic decision-making, terrain analysis, smart environments, dynamic difficulty adjustment
- **AI Supporting Novel Game Concepts or Gameplay Elements**
Player modeling, Interactive drama, narrative/character development
- **AI Architectures for Games**
Automata, scripting, planning, level of detail, scalability
- **Techniques and Tools applied to games**
Reinforcement learning, neural networks, Bayesian networks, genetic algorithms, logic, rule based systems, search, optimization
- **Commercial AI Implementations**
Case studies, implementation analysis, comparative evaluations
- **Autonomous Characters, NPCs, and Virtual Humans**
Real-time decision-making, personality, emotion, attitude, believability, learning
- **Procedural Content Generation**
Level generation, procedural game design, behavior adaptation,
- **Other Entertainment Applications/novel entertainment modalities?**
Natural language processing, robotics and toys, human-robot interaction, mixed reality
- **Creativity and Generative Art**
Painting, poetry, story, humor, music
- **AI for Serious Games**
Training, education, intelligent tutoring, marketing and sales, recruiting

Submissions

Author Registration: Authors must register at the AIIDE-11 paper submission site (<http://aaai.confmaster.net/pages/login.php?Conf=AIIDE>) before they submit their papers. The submission site (available March 31) will assign a password, which will enable the author to log on to submit an abstract and paper. Authors are encouraged to register as soon as possible, and well in advance of the May 17 deadline.

Paper Submission: Electronic abstract and paper submission through the AIIDE-11 paper submission site is required on or (preferably) before May 17. We cannot accept submissions by e-mail or fax.

All Research Track submissions must be in PDF format, no longer than 6 pages including references, and formatted in AAAI two-column, camera-ready style (see the author instructions page at <http://www.aaai.org/Publications/Author/author.php>). All Research Track papers must be formatted for BLIND REVIEW with NO author or affiliation information listed.

Industry Track submissions must be submitted in PDF format, must be no longer than 6 pages including references. Papers should preferably be formatted in AAAI two-column, camera-ready style as above; however, Industry Track authors may submit their content in any reasonable format for review and AIIDE will assign an editor to help meet publication formatting requirements for accepted work.

Research Track papers and Industry Track extended abstracts must be submitted by May 17, 2011. All accepted papers and extended abstracts will be published in the conference proceedings. At least one author must register for the conference by the deadline for camera-ready copy submission. As AIIDE is an academic conference, all attendees including presenters pay a registration fee. AIIDE-11 will not accept any paper that is under review for or has already been published or accepted for publication in another journal or conference.

DEMONSTRATIONS

We invite researchers and practitioners to share insights and cutting-edge results from a wide range of topics and encourage the demonstration of (a) research systems in the context of existing commercial games, (b) new games authored by researchers, (c) contributions demonstrating the adoption and/or extension of AI research results in published games, (d) completely new forms of interactive digital entertainment made possible by AI research, and (e) other relevant work. An electronic submission of a 2-page abstract and demonstration materials is required. Demonstration abstract review is not blind. Submissions should contain a link to the demonstration materials, which can take the form of a recorded demonstration session, an executable version of the demonstration with written instructions, or a detailed description of the demonstration heavily illustrated with screenshots. Please note that these materials are for review only and that all demonstrations will be conducted live at AIIDE-11. Demonstration authors should submit abstracts and materials by May 17, 2011. Submissions will be judged on technical merit, accessibility to developers and researchers, originality, presentation, and significance. Demonstration abstracts will be published in the conference proceedings.

WORKSHOPS

The AIIDE 2011 committee invites proposals for one-day workshops to be held on October 11 at Stanford University, Palo Alto, California. Workshop participants will have the opportunity to meet and discuss issues with a selected focus — providing an informal setting for active exchange among researchers, developers, and users on topics of current interest. Members of all segments of the AI in Digital Entertainment community as well as industry researchers are encouraged to submit proposals. The format of workshops will be determined by their organizers. Organizers are highly encouraged to propose alternative formats beyond paper/poster presentations, and should encourage the submission and presentation of position papers that discuss new research ideas. Workshop papers will be published as technical reports and will be archived in the AAAI digital library. Proposals for workshops should be about two (2) to three (3) pages in length. Workshop chairs must submit their proposals via email to the workshops chair Arnav Jhala (jhala@cs.ucsc.edu) by May 17, 2011.

EXHIBITS

AIIDE-10 will have exhibit space available. Companies, publishers and other groups are encouraged to consider purchasing either a tabletop display or an exhibit booth. Exhibit space is limited and will be allocated on a first come, first serve basis. Please contact AAAI at aiide11@aaai.org for more information.

IMPORTANT DATES

- March 31 – May 17, 2010: Authors register on the AIIDE web site
- May 17, 2011: Workshop proposal submission
- May 17, 2011: Electronic submission of Research/Industry Track papers/abstracts
- May 17, 2011: Electronic submission of extended abstract for a demonstration
- June 27, 2011: Notification of acceptance decision

CONFERENCE CHAIR

Vadim Bulitko – University of Alberta

PROGRAM CHAIR

Mark Riedl – Georgia Institute of Technology

ORGANIZATIONAL COMMITTEE MEMBERS

Nathan Sturtevant (University of Denver), Arnav Jhala (University of California, Santa Cruz), Michael Buro (University of Alberta)

For additional information, see www.aiide.org/aiide11/ or email the organizers at aiide11@aaai.org.