



AAAI-2000 Tutorial Forum Call for Proposals

Austin Convention Center, Austin Texas ■ July 30-31, 2000

Sponsored by the American Association for Artificial Intelligence

The AAAI-2000 Program Committee invites proposals for the Tutorial Forum of the Seventeenth National Conference on Artificial Intelligence (AAAI-2000). The Tutorial Forum will be held July 30-31, 2000 in Austin, Texas. Anyone who is interested in presenting a tutorial at AAAI-2000 should submit a proposal to the 2000 Tutorial Chair Michael Littman at the address below.

What Is the Tutorial Forum?

AAAI-2000 is the fifth year of a new educational forum that completely revamps the AAAI tutorial program. The Tutorial Forum provides an opportunity for researchers to spend two days each year freely exploring exciting advances in disciplines outside their normal focus. We believe this type of forum is essential for the cross fertilization, cohesiveness, and vitality of the AI field. We all have a lot to learn from each other; the Tutorial Forum promotes the continuing education of each member of the AAAI. Attendance at the tutorials will be included in the AAAI-2000 technical registration fee.

Topics

AAAI is interested in proposals for advanced tutorials at the leading edge of AI. We especially encourage tutorials taught by a strong team of two established researchers, providing a balanced perspective on a core research topic. We are interested in tutorials that summarize recent technical advances in active core areas of AI. We are also interested in tutorials that educate the AI community about emerging opportunities, technologies and problem areas that are in their adolescence, such as intelligent realtime systems, education, AI and entertainment, knowledge acquisition and information gathering on the web, and particularly those topics we didn't imagine to mention. We are equally looking for tutorials about core methods from other computational and scientific disciplines that promise a strong synergy with AI methods, such as traditional com-

puter science, operations research, cognitive psychology, natural language, machine vision, robotics, philosophy, neural information processing, physics, biology, and statistics and probability. We are particularly interested in exploring innovative proposals for educational approaches that go beyond the traditional format of four-hour tutorials, exploiting the flexibility that a one-fee program offers.

As an example, last year's forum included tutorials on: knowledge-based scheduling; automatic programming by means of genetic programming; robotic soccer; economically founded multiagent systems; Markov decision processes and planning under uncertainty; machine learning; evaluating machine learning and knowledge discovery; the integration of artificial intelligence and operations research techniques; statistical methods in natural language processing; behavior-based robotics; advances in reasoning and search for model-based autonomous systems; genetic algorithms; and evolution strategies and AI. This list serves merely as an example. We are looking for continued innovation in the forum's program that incorporates novel and under-represented topic areas.

Submission Requirements

We need two kinds of information in the proposals: information that will be used for selecting proposals and information that will appear in the tutorial description brochure. The proposal should provide sufficient information to evaluate the quality of the technical content being taught, the quality of the educational material being used, and the speakers' skill at presenting this material. Each proposal should include at least the following:

- Goal of the tutorial:* Who is the target audience? What will the audience walk away with? What makes the topic innovative?
- Content:* Detailed outline and list of additional materials, augmented with samples, such as past tutorial slides and survey articles, whenever possible. Be as complete as possible.

Tutorial description: a short paragraph summarizing the tutorial outline.

Prerequisite knowledge: what knowledge is assumed.

Please also submit the following information about the team of presenters: name, mailing address, phone number, e-mail address; background in the tutorial area, including a list of publications and/or presentations; any available examples of work in the area (ideally, a published tutorial-level article or presentation materials on the subject); evidence of teaching experience (courses taught or references); and evidence of scholarship in AI or computer science.

Submission Deadline

Proposals must be received by October 15, 1999. Decisions about the tutorial program will be made by December 1, 1999. Speakers should be prepared to submit completed course materials by May 24, 2000.

Please submit two hard copies of proposals to the tutorial chair at the following address. Electronic submissions will also be accepted (PostScript preferred):

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