



## Call for Papers

# Second Annual Artificial Intelligence and Interactive Digital Entertainment Conference

June 20–23, 2006 ■ Marriott Hotel, Marina del Rey, California

*Sponsored by the American Association for Artificial Intelligence*

### Papers due January 18, 2006!

AIIDE-06 — the Second 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. Sponsored by the American Association for Artificial Intelligence (AAAI), the conference is targeted at both the research and commercial communities, promoting AI research and practice in the context of interactive digital entertainment systems with an emphasis on commercial computer and video games. AIIDE-06 will include invited speaker sessions, paper presentation sessions, demonstration sessions, tutorials, and exhibits. We invite researchers and developers to share insights and cutting-edge results from a wide range of AI-related problems, and encourage the presentation of (1) results from core AI research areas applicable to interactive digital entertainment, and (2) AI approaches developed and fielded in commercial systems.

### Papers

Because AIIDE-06 crosses disciplinary boundaries, all submissions will be evaluated for their technical merit and for their accessibility both to commercial game developers and to researchers. Work that spans both research and commercialization is especially appropriate. All accepted paper submissions will be published in the proceedings, which will be available on CD. For a paper to appear in the proceedings, at least one author must register for the conference by the deadline for camera-ready copy submission.

Electronic paper submission is required. Instructions are available at the AIIDE web site ([www.aiide.org](http://www.aiide.org)). Full paper authors must submit their papers by January 18, 2006.

AIIDE-06 will not accept any paper that, at the time of submission, is under review for or has already been published or accepted for publication in a journal or another conference. This restriction does not apply to submissions for workshops and other venues with a limited audience.

### Demonstrations

We invite researchers and practitioners to share insights and cutting-edge results from a wide range of topics and encourage the demonstration of (1) research systems in the context of existing commercial games, (2) new games authored by researchers, and (3) completely new forms of interactive digital entertainment made possible by AI research. Two types of contributions are particularly encouraged: (1) contributions demonstrating the adoption and/or extension of AI research results in real world applications, and (2) contributions that demonstrate new games or types of game that are possible only through advanced AI techniques.

All submissions will be evaluated for their technical merit and for their accessibility both to practitioners and researchers. Demonstration submissions will be judged on technical merit, originality, presentation, and significance. Demonstration abstracts will be published in the conference proceedings.

An electronic submission of a demonstration abstract and submission of demonstration materials is required. Demonstration materials 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; it is hoped that all demonstrations will be conducted live at AIIDE-06. Demonstration materials can be submitted electronically by e-mail or FTP upload. Demonstration authors should submit abstracts and materials by February 3, 2006.

### Exhibits

AIIDE-06 will have exhibit space available. Companies, publishers, and other groups are encouraged to consider purchasing either a table-top display or an exhibit booth in the AIIDE-06 exhibit hall. Exhibit space is limited and will be allocated on a first-come, first-served basis. Please contact Michael van Lent ([vanlent\[at\]ict.usc\[dot\]edu](mailto:vanlent[at]ict.usc[dot]edu)) for more information.

### Important Dates

*December to January:* Authors register on the AIIDE web site

*January 18, 2006:* Electronic submission of full paper

*February 3, 2006:* Electronic submission of demonstration abstract

*March 10, 2006:* Notification of acceptance decision

### Copyright

Authors will be required to transfer copyright of their paper to AAAI.

### Organizers

*Conference Chair:* John Laird, University of Michigan, USA

*Program Chair:* Jonathan Schaeffer, University of Alberta, Canada

*Demonstrations and Exhibits Chair:* Michael van Lent, USC/ICT, USA

*Local Arrangements Chair:* Michael van Lent, USC/ICT, USA

*Publicity Chair:* Ian Lane Davis, Mad Doc Software, USA

*Tutorials Chair:* R. Michael Young, North Carolina State University, USA

### For Additional Information

Please see [www.aiide.org](http://www.aiide.org) for additional information or e-mail the conference organizers at [aiide06@aaai.org](mailto:aiide06@aaai.org).