



Call for Papers
AIIDE'07
The Third Conference on
Artificial Intelligence and Interactive Digital Entertainment

June 6-8, 2007
Stanford University, Palo Alto, CA, USA

Submissions deadline:
Papers due January 22, 2007
www.aiide.org

AIIDE'07 – *the Third Conference on Artificial Intelligence and Interactive 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'07 will include invited speaker sessions, paper presentation sessions, demonstration sessions and exhibits. We invite researchers and developers to share insights and cutting-edge results from a wide range of AI-related problems. With AIIDE'07 we are happy to announce two distinct paper tracks, the **Research Track** and the **Published Games Track**. Papers in the Research Track focus on results from core AI research areas applicable to interactive digital entertainment, while papers in the Published Games Track focus on AI approaches developed and fielded in published commercial games.

PAPERS

Because AIIDE'07 crosses disciplinary boundaries, all submissions will be evaluated for their technical merit and for their accessibility both to commercial game developers and to researchers. When submitting a paper, authors must indicate whether they wish it to be reviewed in the Research Track or Published Games Track. Papers can be no longer than 6 pages in AAAI format.

Research Track

Research Track papers describe core AI research results that make advances towards solving a known game AI problem 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.

Published Game Track

Published Game Track papers describe an AI technique developed and fielded in a commercial game. The paper should describe how the technique improves on previous commercial approaches for solving the specific game AI problem, as well as describe the practical issues involved in deploying the technique in a commercial game (e.g. scripting by designers, resource limitations, interactions with asset creation, etc.).

If a paper describes work that is truly equal parts research and application, please contact the program chair (michaelm@cs.ucsc.edu) for guidance on the best track to submit to.

Electronic paper submission is required. Instructions are available at the AIIDE web site (www.aiide.org). Full paper authors must submit their papers by **January 22, 2007**. All accepted paper submissions will be

published in the conference proceedings. At least one author must register for the conference by the deadline for camera-ready copy submission.

AIIDE'07 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 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 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 published games, and d) completely new forms of interactive digital entertainment made possible by AI research.

An electronic submission of a 2-page abstract and 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'07. Demonstration materials can be submitted electronically by email or FTP up-load. Demonstration authors should submit abstracts and materials by February 2, 2007.

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.

EXHIBITS

AIIDE'07 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'07 exhibit hall. Exhibit space is limited and will be allocated on a first come, first serve basis. Please contact the conference chair (jonathan@cs.ualberta.ca) for more information.

IMPORTANT DATES

- December to January: Authors register on the AIIDE web site
- January 22, 2007: Electronic submission of full paper
- February 2, 2007: Electronic submission of demonstration abstract
- March 10, 2007: Notification of acceptance decision

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

CONFERENCE CHAIR

Jonathan Schaeffer
University of Alberta, Canada

PROGRAM CHAIR

Michael Mateas
University of California, Santa Cruz

ORGANIZATIONAL COMMITTEE MEMBERS

Kevin Dill (Blue Fang), Richard Evans (Maxis),
Michael Youngblood (University of Texas, Arlington), Robert Zubek (Electronic Arts)

For additional information, please see www.aiide.org or email the conference organizers at aiide07@aaai.org.