



AIIDE'08 — the Fourth 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'08 will include invited speakers, research and industry presentations, project demonstrations, 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 interface of entertainment and artificial intelligence, including serious games, entertainment robotics, and beyond. AIIDE'08 is sponsored by the Association for the Advancement of Artificial Intelligence (AAAI).

## Papers

Because AIIDE'08 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. We hope to offer the next highest rated group of papers 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 blind review (that is, 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, which will be published by AAAI Press.

### Example Topics

*(List is Suggestive Only)*

- Novel Solutions for Traditional AI Problems (Path planning, animation/camera control, tactical/strategic decision making, terrain analysis, user modeling)
- AI Supporting Novel Game Concepts or Gameplay Elements (Interactive drama, narrative / character development, NPC coordination, NPC belief / attitude / emotion modeling)
- AI Architectures for Games (Automata, scripting, planning, level of detail)
- AI Support for Game Production (Game design, content creation, testing)
- Other Entertainment Applications of AI Technologies (Robotics, natural language processing, reinforcement learning, neural networks, Bayesian networks, genetic algorithms, logic, rule based systems)
- Commercial AI Implementations (Case studies, implementation analysis, comparative evaluations)

## Submissions

Electronic submission of papers and extended abstracts is required. All 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 [www.aaai.org/Publications/Author/author.php](http://www.aaai.org/Publications/Author/author.php)). Full submission in-

structions will be available at the AAAI and AIIDE web sites ([www.aaai.org/Conferences/AIIDE/aiide08.php](http://www.aaai.org/Conferences/AIIDE/aiide08.php), [www.aiide.org](http://www.aiide.org)) after March 15, 2008. Research Track papers and Industry Track extended abstracts must be submitted by April 22, 2008. 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'08 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 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 (1) research systems in the context of existing commercial games, (2) new games authored by researchers, (3) contributions demonstrating the adoption and/or extension of AI research results published games, and (4) 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'08. Demonstration materials can be submitted electronically by email or FTP upload. Demonstration authors should submit abstracts and materials by May 6, 2008. 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.

## Exhibits

AIIDE'08 will have exhibit space available. Companies, publishers and other groups are encouraged to consider purchasing either a table top display or an exhibit booth. Exhibit space is limited and will be allocated on a first come, first serve basis. Please contact AAAI at [aiide08@aaai.org](mailto:aiide08@aaai.org) for more information.

## Publication

All accepted papers and abstracts will be allocated six (6) pages in the conference proceedings. Up to two (2) additional pages may be used at a cost to the authors of US\$ 275 per page. Authors will be required to transfer copyright of their paper to AAAI.

### Conference Chair

Michael Mateas  
*University of California, Santa Cruz*

### Program Chair

Chris Darken  
*Naval Postgraduate School*

### Organizing Committee

Ruth Aylett (Heriot-Watt University, UK), Kevin Dill (Mad Doc Software), Richard Evans (Maxis), Ana Paiva (Technical University of Lisbon, Portugal), Michael Youngblood (University of North Carolina, Charlotte), Robert Zubek (Three Rings Design)



## Important Dates

*March-April:* Authors register on the AIIDE web site

*April 22, 2008:* Electronic submission of Research and Industry Track papers and abstracts

*May 6, 2008:* Electronic submission of extended abstract for a demonstration

*June 11, 2008:* Acceptance decisions sent

## Additional Information

For additional information, please see [www.aaai.org/Conferences/AIIDE/aiide08.php](http://www.aaai.org/Conferences/AIIDE/aiide08.php) or e-mail the conference organizers at [aiide08@aaai.org](mailto:aiide08@aaai.org).