Association for the Advancement of Artificial Intelligence
445 Burgess Drive
Menlo Park, CA 94025
(650) 328-3123
www.aaai.org

For press inquiries only, contact:
Carol Hamilton
(650) 328-3123
hamilton@aaai.org

FOR IMMEDIATE RELEASE

AAAI Artificial Intelligence and Interactive Digital Entertainment Conference: AIIDE-09
October 14-16, Stanford University

Menlo Park, CA – September 16, 2009. The Fifth AAAI Artificial Intelligence and Interactive Digital Entertainment Conference will be held October 14-16, 2009 at Stanford University, Stanford, California.

AIIDE is the premier conference on artificial intelligence in computer games and entertainment. It brings together technical leaders of game development and research, to examine how artificial intelligence can improve games and entertainment, exchange information about new developments in the field, and share experiences in deploying AI in commercial products.

The conference is hosted by the Association for the Advancement of Artificial Intelligence (www.aaai.org).

A Vibrant Research Area
"Artificial intelligence is central to games, and a vibrant area of research and development," said Christian Darken, conference chair and professor at the Naval Postgraduate School. "This has been a banner year for the professional AI community coming together at conferences and online. Connections with research partners in academia are crucial for the development of new technologies for future games, and that is exactly what AIIDE facilitates."

Leaders in Research and Development
"This year's AIIDE academic and industry talk lineup is very exciting," said Michael Youngblood, AIIDE-09 program chair and a research professor at the University of North Carolina at Charlotte. "The invited talks are going to present the cutting edge in

AI technology behind recently released games and also further the discussion of how the increased demands on AI in entertainment need to be met."

The line-up includes luminaries of game design, development, and entertainment research:
- Michael Booth *(Valve)*
- Richard Evans *(Maxis / Electronic Arts)*
- Steve Gargolinski and Leland Hepler *(Blue Fang Games)*
- David Hernández Cerpa *(LucasArts)*
- Michael Mateas *(UC Santa Cruz)*
- Paul Tozour

Along with invited talks, the conference features a full technical program, with papers on research and industry developments, as well as a lively poster/demonstration session. "The technical submissions are also very strong and will present ideas that we will see in future interactive entertainment. We are all looking forward to the community coming together again and sharing their ideas, work, and passion," adds Youngblood.

More Information

For more information please see:
Announcement page: http://www.aiide2009.org/AIIDE2009/Welcome.html
Conference program: http://www.aiide2009.org/AIIDE2009/Program.html
Invited speakers: http://www.aiide2009.org/AIIDE2009/Speakers.html
Registration information: http://www.aiide2009.org/AIIDE2009/Registration.html
Press pass: contact Carol Hamilton, (650) 328-3123 or hamilton@aaai.org

#   #   #

About AAAI

Founded in 1979, the Association for the Advancement of Artificial Intelligence (AAAI) is a nonprofit scientific membership society devoted to advancing the science and practice of AI. Its mission is to: (1) advance the scientific understanding of the mechanisms underlying intelligent thought and behavior, (2) facilitate their embodiment in machines, (3) serve as an information resource for research planners and the general public concerning trends in AI, and (4) offer training for the current and coming generations of AI researchers and practitioners. The Association sponsors a number of conferences and workshops each year. More information can be found at www.aaai.org.