



Call for Proposals

AAAI-02 Tutorial Forum

Eighteenth National Conference on Artificial Intelligence

July 28–August 1, Shaw Convention Center, Edmonton, Alberta, Canada

Sponsored by the American Association for Artificial Intelligence

The AAAI-02 Program Committee invites proposals for the Tutorial Forum of the Eighteenth National Conference on Artificial Intelligence (AAAI-02). The Tutorial Forum will be held July 28–29, 2002 in Edmonton, Alberta, Canada. Anyone interested in presenting a tutorial at AAAI-02 should submit a proposal to Michael Littman, 2002 Tutorial Chair, at the address below.

What Is the Tutorial Forum?

The Tutorial Forum provides an opportunity for junior and senior 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. Once again this year, attendance at the tutorials will be included in the AAAI-02 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 real-time 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 computer science, operations research, cognitive psychology, etc. We are very 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.

AAAI-2000's forum included tutorials on: probabilistic robotics; practical tools for knowledge representation and non-monotonic reasoning; new frontiers in statistical natural language processing; foundations of electronic market; approximation techniques for automated reasoning; text mining; solving and programming with soft constraints; vision-based interaction and control; recent advances in AI planning; text summarization; empirical methods for artificial intelligence and

computer science; conceptual modeling and ontological analysis; and user modeling and adaptive interfaces. 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, 2001. Decisions about the tutorial program will be made by November 30, 2001. Speakers should be prepared to submit completed course materials by May 24, 2002.

Please e-mail proposal material to the tutorial chair at the following address. Hard copy submissions will also be accepted:

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