



## Call for Papers

**AIIDE'05**

### **The First Conference on Artificial Intelligence and Interactive Digital Entertainment**

**June 1-3, 2005**

**Marina Del Rey, CA**

Submissions deadlines:

Abstracts: January 21, 2005

Full papers: January 25, 2005

[www.aiide.org](http://www.aiide.org)

AIIDE'05 – *the First 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'05 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 and encourage the presentation of a) results from core AI research areas applicable to interactive digital entertainment and b) AI approaches developed and fielded in commercial systems.

### **SUBMISSION ACCEPTANCE CRITERIA**

Because AIIDE'05 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.

Demonstration abstracts should a) describe cutting-edge systems whose AI makes a significant impact on academic approaches or industry practice b) summarize the system's behavior and significance and c) include at least one screen shot. Demonstration abstracts may also include the URL of an informal video on the web.

### **SUBMISSION PROCEDURES**

Electronic paper submission is required. Instructions are available at the AIIDE web site ([www.aiide.org](http://www.aiide.org)). Full paper authors should submit abstracts by January 23, 2005 and papers by January 25, 2005. Authors will receive confirmation of receipt of their papers shortly after submission. Demonstration abstracts should be submitted by February 10, 2005.

## **MULTIPLE SUBMISSIONS POLICY**

AIIDE '05 will not accept any paper which, 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 AND EXHIBITS**

AIIDE '05 will also offer a demonstration track. We invite researchers to submit technical demonstrations of their research systems and interactive digital entertainment systems. We encourage demonstrations of research systems in the context of existing commercial games, new games authored by researchers, and completely new forms of interactive digital entertainment made possible by AI research. Please see the separate Call for Demonstrations for more details.

AIIDE '05 will also 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 '05 exhibit hall. Exhibit space is limited and will be allocated on a first come, first serve basis. Please contact Dr. Michael van Lent (vanlent (at) ict.usc.edu) for more information.

## **IMPORTANT DATES**

- December to January: Authors register on the AIIDE web site
- January 21, 2005: Electronic submission of full paper abstract
- January 25, 2005: Electronic submission of full paper
- February 10, 2005: Electronic submission of demonstration abstract
- March 10, 2005: Notification of acceptance or rejection
- April 1, 2005: Final, corrected PDF camera-ready copy due at AAAI office (and registration of at least one author)

## **COPYRIGHT**

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

### **CONFERENCE CHAIR**

R. Michael Young,  
North Carolina State University, USA

### **DEMOS AND EXHIBITS CHAIR**

Michael van Lent,  
University of Southern California/ICT, USA

### **PUBLICITY CHAIR**

Ian Lane Davis  
Mad Doc Software, USA

### **PROGRAM CHAIR**

John Laird,  
University of Michigan, USA

### **LOCAL ARRANGEMENTS CHAIR**

Michael van Lent  
University of Southern California/ICT, USA

### **FINANCE 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 email the conference organizers at [aiide05@aaai.org](mailto:aiide05@aaai.org).