Welcome to the second conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE). Over the last thirty years, interactive digital entertainment has grown to become a major cultural phenomena and the video game industry is one of the major drivers of advances in computer hardware and software. Artificial intelligence is playing an increasingly important role in games by providing the most engaging challenge of all—playing against and with another intelligent entity. Moreover, interactive digital entertainment provides a fascinating arena for researchers to explore, while offering research challenges in many areas that are central to AI.

The goal for the AIIDE conference is to be the place for the yearly confluence of industry and academe on AI for interactive digital entertainment. It is organized and run by a combination of industry developers and academic researchers. It is being held in Los Angeles, making it accessible to industrial developers as well as attractive to all participants.

The conference includes invited speakers from industry and academe, peer-reviewed papers, a poster session, and demonstrations. In addition, AIIDE is pleased to host the first of what we hope will be an annual competition for real-time-strategy game AI.

This volume contains all of the papers from the conference. There were 37 papers submitted to the conference, of which 16 were accepted as full papers and 10 as posters. In addition, the volume includes short papers describing the demonstration sessions where researchers and industry developers showcase implementations of their work.

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