Special Track on
Games and Entertainment

Digital games and entertainment are a modern area of enormous economic potential and can have a serious social impact. Digital entertainment has become a constant in our society. Exposure to it begins at a young age, sometimes even before children have started to walk. This exposure continues as they age and does not stop at adulthood, in fact the majority of game sales occur to those over the age of 18. This field represents a large and growing portion of the entertainment sector of the economy. The video game industry has surpassed box office motion picture revenue and the revenue of the entire music industry. Games are becoming the highest and most advanced form of escapism as they provide people of all ages the opportunity to see and do things that would not otherwise be possible.

The Games and Entertainment special track at FLAIRS presents an opportunity to showcase advances in interactive artificial intelligence. The primary challenges to interactive artificial intelligence is that it must be executed inside some type of game or simulation environment. This imposes calculation time constraints as well as limits the available system resources that can be devoted to the artificial intelligence present in the digital entertainment. These challenges have caused the development of artificial intelligence in games to lag behind the progress made with other game components such as graphics. Effectively, the nonplayer controlled characters of twenty years ago are the same as the ones in current use, they just look better. Efficient theories, techniques, and tricks that improve the intelligence of characters in games (adversaries or allies) and the overall interactive experience are in great demand.

This track focuses on the latest artificial intelligence research in the area of games and entertainment technologies. Ranging from theory to application, from board games to computer games to alternate reality games, from software toys to training simulations, we seek to highlight contributions that will improve the state of game AI and provide a glimpse into the future of games and entertainment.