

AAAI News

*Spring News from the
Association for the Advancement of Artificial Intelligence*

AAAI-08 Is Coming to the Windy City!

Save the date—July 13-17, 2008! The Twenty-Third AAAI Conference on Artificial Intelligence (AAAI-08) and the Twentieth Conference on Innovative Applications of Artificial Intelligence (IAAI-08) will be held in Chicago at the Hyatt Regency McCormick Center, July 13-17, 2008. Please mark your calendars, and visit aaai.org/Conferences/AAAI/aaai08.php for updates later this spring!

Join Us in July for AAAI-07 and IAAI-07, in Vancouver Canada!

The Twenty-Second AAAI Conference on Artificial Intelligence (AAAI-07) and the Nineteenth Conference on Innovative Applications of Artificial Intelligence (IAAI-07) will be held in Vancouver, British Columbia, Canada at the Hyatt Regency Vancouver, July 22–26, 2007.

The AAAI presidential address will be given by Alan Mackworth, University of British Columbia, on Tuesday, July 24. IAAI-07 speakers will include Oren Etzioni, University of Washington, who has been selected as the fourth recipient of the Robert S. Engelmore Award, Matt Brown of Maxis / Electronic Arts, and Geoffrey S. F. Ling of DARPA. The full slate of AAAI-07 speakers will be available at the AAAI-07 website later this spring.

Several new programs initiated in 2006 will continue in 2007, including the special tracks on AI & the web and integrated intelligence, senior member papers, and nectar papers. AAAI-07 will also feature 16 half-day tutorials,

15 workshops, the AAAI Mobile Robot Competition and Exhibition, the General Game Playing Competition, the AAAI Poker Competition, the Intelligent Systems Demonstration program, the Student Abstract Posters, and the AAAI/SIGART Doctoral Consortium.

Registration, hotel, and student housing information and forms are available on the AAAI-07 conference web site at aaai.org/Conferences/AAAI/aaai07.php. The early registration deadline is May 25, 2007.

Vancouver, British Columbia

Vancouver, British Columbia is a dynamic, multicultural city set in a spectacular natural environment. The site of the 2010 Olympics and Paralympic Winter Games, British Columbia's majestic mountains, ocean, rainforests, and beautiful foliage make Vancouver one of the most beautiful cities in the world. A clean, safe city, Vancouver was voted the "Best City in the Americas" for 2004 and 2005, based on the categories of ambience, friendliness, culture and sites, restaurants, lodging, and shopping. For more information on Vancouver, please visit tourism-vancouver.com.

We will see you in Vancouver!

Showcase Your Intelligent Systems Demo at AAAI-07!

Submit your intelligent systems demonstration by Tuesday, April 3, 2007. The AAAI Intelligent Systems Demonstrations program showcases state-of-the-art AI implementations and provides AI researchers with an opportunity to show their research in

action. Researchers from all areas of AI are encouraged to submit proposals to demonstrate their systems. Submissions will be evaluated on the basis of their innovation, relevance, scientific contribution, presentation, and usability, as well as potential logistical constraints. For complete information about the program and how to submit, please see aaai.org/Conferences/AAAI/2007/aaai07isdemoscall.php.

Register by April 13 for the Sixteenth Annual AAAI Robot Competition and Exhibition

AAAI invites you to participate in the Sixteenth Annual AAAI Mobile Robot Competition and Exhibition, which brings together teams from universities, colleges, and research laboratories to compete and to demonstrate cutting edge, state of the art research in robotics and artificial intelligence. This year's program, to be held in conjunction with AAAI-07 in Vancouver, will include the semantic robot vision challenge, the human robot interaction challenge, the integration challenge, the robot exhibition, and the mobile robot workshop. More detailed information about each event, as well as how to register, is available at www.aaai.org/Conferences/AAAI/aaai07.php or palantir.swarthmore.edu/aaai07/.

AAAI Third Annual General Game Playing Competition

AAAI is pleased to announce the Third Annual Game Playing Competition, to be held in conjunction with AAAI-07 in Vancouver, Canada, July 22–26. The AAAI competition is designed to test the abilities of general game playing systems by comparing their performance on a variety of games. The competition will consist of two phases: a qualification round and a runoff competition. A \$10,000 prize will be awarded to the winning entrant. The competition is open to all computer systems, except those generated by affiliates of Stanford University. Sorry, no human players allowed! For a com-

plete call for participation, please see aaai.org/Conferences/AAAI/aaai07.php. In addition, the competition website at games.stanford.edu contains further details, including the description of the underlying framework, the game description language, and the programmatic interfaces necessary to play the games.

AAAI Executive Council Elections

Please watch your mail for your AAAI ballot, which will be mailed to all regular AAAI members in April. The membership will vote for a president-elect and four new councilors, who will each serve three-year terms. Ballots will be due back at the AAAI office no later than June 8. The annual business meeting for AAAI will be held this summer during AAAI-07 in Vancouver. The exact day and time will be announced on the ballot, in the summer issue of *AI Magazine*, and in the conference program.

Student Scholar and Volunteer Program Applications Due by 30 April

AAAI is pleased to announce the continuation of its student scholar and volunteer programs. The student scholar program provides partial travel support for students who are full-time undergraduate or graduate students at colleges and universities; are members of AAAI; submit papers to the conference program or letters of recommendation from their faculty advisor; and submit scholarship applications to AAAI by April 30, 2007. In addition, repeat scholarship applicants must have fulfilled the volunteer and reporting requirements for previous awards. In the event that scholarship applications exceed available funds, preference will be given to students who have an accepted technical paper, and then to students who are actively participating in the conference in some way. However, all eligible students are encouraged to apply.

After the conference, an expense report will be required to account for the

Stay Informed with AAAI Member Announcements

If you are a member of AAAI and would like to receive periodic announcements and reminders about AAAI programs or other noteworthy AI news, please go to aaai.org/cgi-dada/mail.cgi, choose AAAI-Members, enter your email address, and select "subscribe." You can also register for the semi-monthly AI Alert in two different formats by following the same process for the AIAIAlert-Link or AIAIAlert-Text lists.

funds awarded. For further information about the scholarship program, or to obtain an application, please contact AAAI at scholarships07@aaai.org, or 445 Burgess Drive, Menlo Park, CA, 94025. (650) 328-3123.

The student volunteer program is an essential part of the conference and student participation is a valuable contribution. Volunteers will support AAAI organizers in Vancouver. In 2007, a limited number of complimentary technical program registrations will be available for students who volunteer during the conference. Preference will be given to student scholars for the volunteer positions. Local students or students not requiring travel assistance can apply for the volunteer program if openings are available. AAAI membership is required for eligibility. For further information regarding the student volunteer program, please contact AAAI at volunteers07@aaai.org. The deadline for volunteer applications is April 30, 2007.

Exciting Slate of Speakers Chosen for the Third Annual Artificial Intelligence for Interactive Digital Entertainment Conference (AIIDE-07)!

The Third Annual Artificial Intelligence for Interactive Digital Entertainment Conference (AIIDE-07) will be held June 6–8 2007 at Stanford University, Stanford, California. AIIDE-07 is intended to be the definitive

point of interaction between entertainment software developers interested in AI and academic and industrial AI researchers. 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-07 invited speakers will include Bruce Blumberg (Blue Fang Games), Wolff Dobson (AiLive), Quinn Dunki (Pandemic Studios), Richard Evans (Maxis / Electronic Arts), John Funge (AiLive), Chris Hecker (Maxis / Electronic Arts), Soren Johnson (Firaxis Games), Peter Molyneux (Lionhead Studios), Ken Perlin (New York University), and Neil Young (Electronic Arts Los Angeles). Technical paper presentations and posters in two tracks (research and published games), as well as a demonstration session will round out the program.

Registration information, as well as full details about the conference program can be found at the AIIDE-07 web site (www.aaai.org/Conferences/AIIDE/aiide07.php).

2007 Fall Symposium Series

The 2007 AAAI Fall Symposium Series will be held Friday through Sunday, November 9–11, at the Westin Arlington Gateway in Arlington, Virginia, adjacent to Washington, DC. The symposia will be preceded on Thurs-

AAAI E-mail Addresses

To reduce spam, AAAI has modified its e-mail addresses in 2007 by adding 07 to all e-mail addresses, as follows:

aaai07
 aimagazine07
 aitopics07
 fss07
 info07
 membership07
 press07
 orders07
 iaai07
 sss07
 workshops07
 scholarships07
 volunteer07
 awards07
 fellows07

E-mail addresses will be updated on an annual basis. AAAI can also be reached by filling out the contact form, accessible from www.aaai.org/Forms/contact-form.php

day, November 8 by a one-day AI funding seminar, which will be open to all registered attendees of the Fall Symposium Series. Please watch the 2007 Fall Symposium Series website (aaai.org/Symposia/Fall/fss07.php) for the full list of accepted proposals and the call for participation. The deadline for submissions is May 1, 2007.

2008 Spring Symposium Series

AAAI is currently accepting proposals for the 2008 Spring Symposium Series, to be held at Stanford University, California, March 24–26, 2008.

Approximately eight symposia on a broad range of topics within and around AI will be selected for the 2008 Spring Symposium Series. All proposals will be reviewed by the AAAI symposium committee, (chair: Alan Schultz, Naval Research Lab; cochair: Marjorie Skubic, University of Missouri - Columbia; and associate chair: Karen Myers). Symposium proposals should be submitted as soon as possible, but no later than April 20, 2007.

The call for proposals is available at aaai.org/Symposia/Spring/sss08.php.

Please submit your symposium proposals by electronic mail (no postal submissions), and inquiries concerning symposia, to:

Alan C. Schultz
 Director, Navy Center for Applied Research in Artificial Intelligence
 Naval Research Laboratory
 Washington DC
 schultz@aic.nrl.navy.mil
 (202) 767-2684 / (202) 767-3172 (fax)

AAAI Member Website Access

If you have not already activated your new login and password for the revamped AAAI website, please take a moment to create your new account by taking the following steps:

1. Go to aaai.org and click on "log-in."
2. Select "Not registered? Sign up now" in the upper right-hand corner.
3. Fill in the requested information.
4. You will be sent a message with the subject line: [AAAI] Registration Successful.
5. Before you can use the activation code in this message, AAAI must authorize your account. Please allow one business day for this to occur. No authorizations can be made over the weekend.
6. Once your account has been authorized, you can activate it, using the code sent in the message described in item 4.
7. A password will be sent to you immediately, and you can then log on to the members only site. You will be able to change your password to one of your own choosing. When you choose your password, please use only numbers and letters. Do not use spaces, ?, &, \$, *, or other miscellaneous characters.

AAAI logins and passwords issued prior to January of 2006 are no longer valid, so all current AAAI members will need to create new accounts in order to access the AAAI members only site. The members only site includes convenient links to the AAAI digital library, *AI Journal* access, and announcements about other member benefits. For inquiries, please write to membership07@aaai.org.

Eighth Annual Trading Agent Competition

Trading in electronic markets is increasingly becoming both a common-

place economic activity and a topic of special interest within the AI, electronic commerce, and multiagent systems (MAS) research communities. Building on the success of previous trading agent competition events, we announce the Eighth Annual Trading Agent Competition (TAC-07), to be held in June and July of 2007, with the finals taking place during the AAAI-07 conference in Vancouver (July 23–25). This event is designed to spur research on common problems, promote definitions of benchmarks and standard problem descriptions, and showcase current technologies. For further information, please see aaai.org/Conferences/AAAI/2007/tac07.php.

AAAI Executive Council Meeting Minutes

Via e-mail, December 2006

Attending: Alan Mackworth, Eric Horvitz, Ron Brachman, Ted Senator, Oren Etzioni, Lise Getoor, Karen Myers, Illah Nourbakhsh, Maria Gini, Kevin Knight, Peter Stone, Sebastian Thrun, David Aha, David Musliner, Michael Pazzani, and Holly Yanco.

In the fall of 2006, AAAI members were asked to vote on a proposal to change the name of the organization from American Association for Artificial Intelligence to Association for the Advancement of Artificial Intelligence. The proposal was approved by the membership with 93 percent of the votes in favor of the change.

Following membership approval, the AAAI Executive Council ratified the proposal to change the name to Association for the Advancement of Artificial Intelligence with a unanimous vote in favor of the proposal. An amendment to the articles of incorporation was filed with the State of California on January 26, 2007, making this official change.

Edward M. Riseman

AAAI notes with regret the passing of AAAI Fellow and professor emeritus Edward M. Riseman of the University of Massachusetts Amherst. A memorial page is located at www.cs.umass.edu/csinfo/announce/riseman_memo.html.