Call for papers:
Date: May 21 - 23, 2018
Call Deadline: November 20, 2017
Location: Melbourne, Florida, USA
Web Site: flairs-31.info
Field(s): Artificial Intelligence, Computer Science, Machine Learning, Games, Game Development, Game Design, Multimedia, Serious Games
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Artificial Intelligence in Games and Multimedia
Special Track at
The 31st International FLAIRS Conference
In cooperation with the Association for the Advancement of Artificial Intelligence
Melbourne, Florida, USA
May 21 - 23, 2018
Notifications: January 22, 2018.

All accepted papers will be published as FLAIRS proceedings by the AAAI.
[AND JOURNAL IF APPLICABLE]

Call for Papers

What is Artificial Intelligence in Games?
One consistent and growing area of concentration of Artificial Intelligence is in the area of games – serious games and simulations, educational games, and traditional game AI. Within these contexts the goal is the same – simulating intelligent agents that will react strategically to player behaviors and the environment. Improvements and advancements within this field will lead to increased veracity of simulations, enhanced learning within educational games, and more realistic and complicated gameplay. Additionally, advances in AI in games and media are worthy of study. This opens up the study to the area of Multimedia – how are we using AI to shape the future of multimedia?
What is the GOAL of the track?

The goal of this track is to draw upon the diverse AI backgrounds of the attendees of the FLAIRS conference to examine this field, advance it, and share these insights within the community of learning.

Who might be interested?

Students and researchers of computer science and artificial intelligence, machine learning, and multi-agent systems; researchers within these challenging fields; industry affiliates needing these advancements to further their projects.

What kind of studies will be of interest?

Papers and contributions are encouraged for any work relating to Artificial Intelligence in Games. Topics of interest may include (but are in no way limited to)

1. AI in Serious Games / Simulations
2. AI in Educational Games
3. AI in Traditional Games
4. Advances in AI for Games / Media
5. Multi-agent Systems
6. Strategy Inference / Analysis
7. Game Theoretic Interactions
8. Belief Networks
9. Dynamic / algorithmic content generation
10. Image Processing and Analysis
11. Squad / multi-unit and coordinated agent AI

Note: We invite original papers (i.e. work not previously submitted, in submission, or to be submitted to another conference during the reviewing process).
Submission Guidelines
Interested authors should format their papers according to AAAI formatting guidelines. The papers should be original work (i.e., not submitted, in submission, or submitted to another conference while in review). Papers should not exceed 6 pages (4 pages for a poster) and are due by November 20, 2017. For FLAIRS-31, the 2018 conference, the reviewing is a double blind process. Fake author names and affiliations must be used on submitted papers to provide double-blind reviewing. Papers must be submitted as PDF through the EasyChair conference system, which can be accessed through the main conference web site (http://www.flairs-30.info/). Note: do not use a fake name for your EasyChair login - your EasyChair account information is hidden from reviewers. Authors should indicate the [your track name] special track for submissions. The proceedings of FLAIRS will be published by the AAAI. Authors of accepted papers will be required to sign a form transferring copyright of their contribution to AAAI. FLAIRS requires that there be at least one full author registration per paper.

Please, check the website http://www.flairs-30.info/ for further information.

Conference Proceedings
Papers will be refereed and all accepted papers will appear in the conference proceedings, which will be published by AAAI Press.

Organizing Committee
D. Michael Franklin, mfranklin@kennesaw.edu
Cedric Buche, buche@enib.fr

Current Program Committee
TBD, we will again solicit experts in the fields of game design and development, artificial intelligence, multimedia and related arts / technical sciences.

Further Information
Questions regarding the Artificial Intelligence in Games and Multimedia Special Track should be addressed to the track co-chairs:
D. Michael Franklin, mfranklin@kennesaw.edu
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