2015 IEEE Conference on Computational Intelligence and Games

Call for Papers

Venue: The 2015 IEEE Conference on Computational Intelligence and Games (IEEE CIG 2015) will be held in Tainan, Taiwan. Tainan, located in southern Taiwan, has been historically regarded as one of the oldest cities in Taiwan. Additionally, Tainan is also famous for its rich folk cultures and its local snack food.

Topics: Games have proven to be an ideal domain for the study of computational intelligence as not only are they fun to play and interesting to observe, but they provide competitive and dynamic environments that model many real-world problems. Additionally, methods from computational intelligence promise to have a big impact on game technology and development, assisting designers and developers and enabling new types of computer games. The Computational Intelligence and Games (CIG) conference series brings together leading researchers and practitioners from academia and industry to discuss recent advances and explore future directions in this field. The annual IEEE Conference on Computational Intelligence and Games (IEEE CIG) is one of the premier international conferences in the field of computational intelligence and games. The topics of interest include, but are not limited to:

- Learning in games
- Neural-based approaches for games
- CI for player affective modeling
- CI based digital design assistants
- Techniques for games
- CI/Al-based game design
- Comparative studies
- Non-deterministic games
- Console and video games
- Procedural content generation
- Player satisfaction and experience in games
- Theoretical or empirical analysis of CI techniques for games
- Imperfect information and non-deterministic games
- Comparative studies and game-based benchmarking
- Evolutionary game
- Strategy game
- Co-evolution in games
- Fuzzy-based approaches for games
- Intelligent interactive narrative
- CI for non-player characters in games
- Player/opponent modeling in games
- Multi-agent and multi-strategy learning
- Applications of game theory
- Character development and narrative
- Evasion (predator/prey) games
- Realistic games for simulation or training
- Automatic creation of modules or game levels
- Board game and card games
- General game playing
- Serious games
- Augmented-reality games
- Games for mobile platforms

In addition to regular oral and poster presentations, the conference will include a full program of special sessions, tutorials, workshops, and panel sessions together with keynote talks from several well-known leaders in the field. Submissions for oral and poster presentation are invited from researchers, practitioners, and students worldwide. Proposals for special sessions should be submitted by February 15, 2015. Each proposal should give a half page description of the session topic and names of four to six contributors plus their paper titles. Papers submitted to special sessions will go through the normal reviewing process. Proposals for tutorials/panels should be also submitted by February 15, 2015, giving a one page outline of the tutorial and any pre-requisites for the intended audience. Full details of the submission process are on the conference website.

Important Dates

- Tutorials/Panel/Special Sessions proposal: January 31, 2015
- Notification of Tutorials/Panel/Special Sessions acceptance: February 15, 2015
- Paper Submission: April 2, 2015
- Notification of paper acceptance: June 2, 2015
- Final papers submission: July 2, 2015
- Conference: August 31 - September 2, 2015

For further details about the conference, please see our website at http://cig2015.nctu.edu.tw/

Secretariat: ieee.cig2015@gmail.com