1st Call for Papers for the IEEE Conference on
Computational Intelligence in Games 2014
August 26 – 29, Park Inn Hotel, Dortmund, Germany

www.cig2014.de  April 1, 2014  IEEE Explore

- Learning in games
- Procedural content generation
- Player/opponent modeling in games
- Player affective modeling
- Player satisfaction and experience in games
- Computational and artificial intelligence based game design
- Intelligent interactive narrative
- Theoretical or experimental analysis of CI techniques for games
- Non-player characters in games
- Comparative studies and game-based benchmarking
- Applications of game theory

Computational & artificial intelligence in:
- Video games
- Board and card games
- Economic or mathematical games
- Serious games
- Augmented and mixed-reality games
- Games for mobile platforms

General Chairs:  Günter Rudolph, TU Dortmund, Germany
    Mike Preuss, WWU Münster, Germany
Program Chairs:  Mirjam Eladhari, University of Malta
    Moshe Sipper, Ben-Gurion University of the Negev, Israel
Tutorials/Special Sessions Chair:
    Philip Hingston, Edith Cowan University, Perth, Australia
Competition Chair:  Simon Lucas, University of Essex, UK
Keynote Chair:  Gillian Smith, Northeastern University, Boston, USA
Proceedings Chair:  Paolo Burelli, Aalborg University, Copenhagen, Denmark

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