

**THE CONFERENCE ON TECHNOLOGIES AND APPLICATIONS OF
ARTIFICIAL INTELLIGENCE (TAAI 2010, November 18-20, Taiwan)**

International Workshop on Computer Games

Important Dates

Paper submission:

July 12, 2010

Author notification:

August 6, 2010

Camera ready:

August 27, 2010

Tournament registration:

September 8, 2010

Organizers

Shun-Chin Hsu

Department of Information
Management, Chang Jung
Christian University
schsu@mail.cjcu.edu.tw

Chang-Shing Lee

Department of Computer
Science and Information
Engineering, National
University of Tainan
leecs@mail.nutn.edu.tw

Shi-Jim Yen

Department of Computer
Science and Information
Engineering, National Dong
Hwa University
sjyen@mail.ndhu.edu.tw

The research of computer game has been one of the most attracting fields in artificial intelligence since Shannon used computers to play chess in 1950. This workshop will hopefully provide a stage of technical communication for those who are interested in computer games.

Prof. Fujita, Editor-in-chief of Knowledge-Based Systems which has impact factor 0.924 (1.103 for 5-year IF), has agreed upon a special issue, with the title "Special Issue on Artificial Intelligence in Computer Games". We will invite selected papers from TAAI 2010, and the associated workshop, International Workshop in Computer Games 2010 (IWCG 2010), to submit for further review around September 2010.

[Call for Papers](#)

High quality research papers are solicited on all aspects of research related to computers and games. Relevant topics include, but are not limited to:

- Current state of game-playing programs for classic and modern board and card games
- Virtual and video games
- New theoretical developments in game-related research
- General scientific contributions produced by the study of games
- Social aspects of computer games
- Cognitive research of how humans play games
- Networked games
- Puzzle games

[Submission](#)

Please refer to the TAAI website at <http://taai2010.nctu.edu.tw/> for submission guideline, paper format, and submit paper(s) to

<http://ai.csie.ndhu.edu.tw/PaperSubmission/>

[Call for Participates](#)

TAAI Computer Game Tournaments will be hold with WCG. Relevant games include, but are not limited to: Go, 9*9 Go, 13*13 Go, Connect6, 5*5 Shogi, Chinese dark chess, and Japanese Puzzle Games.

[Registration](#)

Please register to <http://ai.csie.ndhu.edu.tw:9898/eng/>