# 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**

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### 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 <a href="http://ai.csie.ndhu.edu.tw/PaperSubmission/">http://ai.csie.ndhu.edu.tw/PaperSubmission/</a>

### **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/