Twelfth National Conference on Artificial Intelligence (AAAI–94)

Seattle, Washington

CALL FOR TUTORIAL PROGRAM PROPOSALS

The AAAI-94 Program Committee invites proposals for the Tutorial Program of the American Association for Artificial Intelligence Twelfth National Conference on Artificial Intelligence (AAAI-94). The theme of the 1994 Tutorial Program is ""Real World Applications of Theoretically Well-Founded AI Concepts and Methods." Tutorials will be held July 31-August 1, 1994 in Seattle, Washington. Anyone who is interested in presenting a tutorial at AAAI-94 should submit a proposal to the 1994 Tutorial Cochair, Devika Subramanian. She and tutorial cochair Phil Klahr (Inference Corporation), will review all proposals.

Topics

Previous tutorial topics have included: AI in business, finance, and accounting, AI in customer service and support, including help desks, AI in tutoring and education, AI techniques in human computer interface design, applications of fuzzy logic, behaviour-based robotics/mobile robots, building integrated knowledge-based systems in the real world, case-based reasoning, computational challenges from molecular biology, constraint-based reasoning, distributed artificial intelligence tools, genetic algorithms and genetics-based engineering, intelligent technologies in transportation, knowledge acquisition techniques, knowledge-based scheduling, knowledge sharing and reuse, model-based diagnosis, machine learning, managing uncertainty, multistrategy learning, neural nets for real world problems, qualitative reasoning for design & diagnosis applications, symbolic and neural network approaches to machine learning, verification and validation

AAAI is interested in proposals covering new or existing topics from either beginning or more advanced areas. We especially encourage proposals on topics that apply artificial intelligence methods and techniques to problems in other scientific and engineering disciplines, such as molecular biology, material science, experimental physics, operations research, mechanical engineering, and so forth.

Submission Requirements

We need two kinds of information in proposals: information that will be used for selecting proposals and information that will appear in the tutorial description brochure. Each proposal should contain the following:

Goal of the tutorial: Detailed outline, possibly augmented with sample materials.

Tutorial description: a short paragraph summarizing the tutorial outline.

Prerequisite knowledge: what knowledge is assumed.

Please also submit the following information about the presenters: name, mailing address, phone number, email address; background in the tutorial area, including a list of publications and/or presentations; any available examples of work in the area (ideally, a published tutorial-level article or presentation materials on the subject); evidence of teaching experience (courses taught or references); and evidence of scholarship in AI or computer science.

Each tutorial should be offered by a team of presenters. Those submitting a proposal should keep in mind that tutorials are intended to provide an overview of a field or practical training in an area; they should present reasonably well agreed upon information in a balanced way. Tutorials should not be used to advocate a single avenue of research, nor should they promote a product.

Submission Deadline

Proposals must be received by November 1, 1993.

Decisions about the tutorial program will be made by November 15, 1993. Speakers should be prepared to submit completed course materials by March 31, 1994.

Proposals should be sent to:

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