Call for Proposals

AAAI-04 Tutorial Forum

Nineteenth National Conference on Artificial Intelligence
July 25-29, 2004 ■ San Jose, California
Sponsored by the American Association for Artificial Intelligence

The AAAI-04 Program Committee invites proposals for the Tutorial Forum of the Nineteenth National Conference on Artificial Intelligence (AAAI-04). The Tutorial Forum will be held July 25–29, 2004 in San Jose, California. Anyone interested in presenting a tutorial at AAAI-04 should submit a proposal to Matthew Stone, 2004 Tutorial Forum Chair, at the address below.

What Is the Tutorial Forum?

The Tutorial Forum provides an opportunity for junior and senior researchers to spend two days each year freely exploring exciting advances in disciplines outside their normal focus. We believe this type of forum is essential for the cross fertilization, cohesiveness, and vitality of the AI field. We all have a lot to learn from each other; the Tutorial Forum promotes the continuing education of each member of the AAAI.

Topics

AAAI is interested in proposals for advanced tutorials at the leading edge of AI. We especially encourage tutorials taught by a strong team of two established researchers, providing a balanced perspective on a topic of broad potential interest across the AI community. We are interested in tutorials that explore a specific research area in depth by summarizing its recent technical and methodological advances, educating participants about its important outstanding challenges and opportunities, and exploring its general ramifications for AI practice, including training as well as research. Our goal is to present a diverse program that includes core areas of AI, new techniques from allied disciplines that can inform research within AI, and conversely emerging applications of AI techniques to new areas. Previous years' tutorial programs provide an indication of the scope and variety of possible topics. The list is not exclusive; indeed, we are expressly interested in topics that we would not have imagined to mention. Finally, note that we very much welcome proposals for educational approaches that go beyond the traditional format of four-hour tutorials, exploiting the flexibility that the one-fee program offers.

AAAI-02's forum included tutorials on language modeling; AI in space; greedy on-line planning; qualitative spatial and temporal reasoning; practical approaches to handling uncertainty in planning and scheduling; collaborative multi-agent systems; practical machine learning for software engineering; information integration on the web; AI techniques for personalized recommendation; algorithms for combinatorial auctions and exchanges; phase transitions and structure in combinatorial problems; and rational action in autonomous agents. This list serves merely as an example. We are looking for continued innovation in the forum's program that incorporates novel and under-represented topic areas.

Submission Requirements

We need two kinds of information in the proposals: information that will be used for selecting proposals and information that will appear in the tutorial description brochure. The proposal should provide sufficient information to evaluate the quality of the technical content being taught, the quality of the educational material being used, and the speakers' skill at presenting this material. Each proposal should include at least the following:

- *Goal of the tutorial:* Who is the target audience? What will the audience walk away with? What makes the topic innovative?
- *Content:* Detailed outline and list of additional materials, augmented with samples, such as past tutorial slides and survey articles, whenever possible. Be as complete as possible.
- *Tutorial description:* A short paragraph summarizing the tutorial outline.
- *Prerequisite knowledge:* What knowledge is assumed.

Please also submit the following information about the team of presenters: name, mailing address, phone number, e-mail 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.

Submission Deadline

Proposals must be received by October 15, 2003. Decisions about the tutorial program will be made by December 1, 2003. Speakers should be prepared to submit completed course materials by May 25, 2004.

Please e-mail proposal material to the tutorial chair at the following address. Hard copy submissions will also be accepted:

- Matthew Stone
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