AIES Workshop 2021

Artificial Intelligence and Entertainment Science

Call for Extended Abstracts

November 2~5*

(Virtual Workshop)
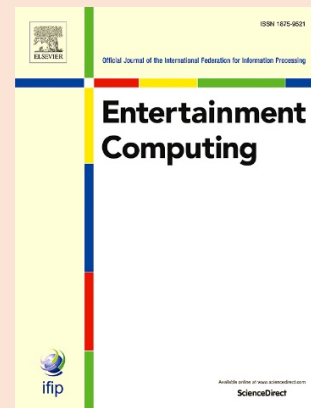
Theme: "Towards Empathic Entertainment Technology"

The first AIES workshop, conducting in conjunction with IFIP-ICEC conference (https://www.ifip-icec.org), aim to establish a discussion panel at the intersections of **artificial intelligence (AI)** and **entertainment science** areas. By utilizing entertainment computing activities, such as video games, digital arts, or film media, a niche area of **empathic entertainment** can be tackled, intertwining AI, empathic computing, and entertainment science to establish a unique approach that humanized AI applications. In addition, the workshop also aimed to identify challenges and opportunities related to empathic entertainment technology in games or non-game contexts.

This workshop explores the following topics, which include, but are not limited to:

- ❖ **Theoretical contributions** leading to empathic entertainment;
- ❖ **Presentation & experience** of empathic AI agent and empathic simulation;
- ❖ **Perception & acceptance** of empathic experience and its entertainment;
- ❖ **Human-AI interactions and empathic play** in games or non-game context;
- ❖ **Examples** of entertainment medium for better empathetic experience, empathic game design or processes, and empathic AI-based support tools;

The organizing committee is delighted to call the participant to submit **two (2) page** extended abstracts. Accepted abstracts will be asked to **present** in the workshop and **invited** to be published in a *special issue* journal of Entertainment Computing (https://www.journals.elsevier.com/entertainment-computing).

Important Deadline:

- ❖ Extended Abstract Due Date (**Sep 30, 2021**)
- ❖ Notification of Acceptance (**Oct 07, 2021**)
- ❖ Workshop Event (**Nov 2~5*, 2021**)

Registration Fee:
25 Euro (***FREE!**)

Organized By:

More Info Here:

https://aies.info/

*Number of slots are limited!