

News

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Calls

1 ZooOperation Competition on the 40th German Conference on Artificial Intelligence (KI 2017)

<http://ki2017.cs.tu-dortmund.de/competition.html>

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At this year's KI we are running an AI competition to provide an opportunity to test AI concepts in an application, namely a cooperative platform game. Everyone is welcome to submit, we especially encourage submissions from students and student groups.

Participants are asked to provide an AI that controls multiple agents in a cooperative platformer game called ZooOperation. The different agents in the game have unique abilities with which they are able to help each other finish the level. The main challenges the controllers face are path planning, coordination, and puzzle solving. Apart from the playing time used in the scoring, the controllers are not required to make quick real-time decisions, but instead have a maximum of 8 min to beat a level. To participate in the competition, the submitted controllers have to be uploaded to the competition webservice not later than September 15th, 2017.

Participants of the competition are invited to submit an abstract to an accompanying workshop to present their submission not later than September 18th, 2017. The talks can feature techniques, strategies and/or clever ideas used in

the intelligent agent the presenter implemented, as well as problems they encountered in the development process. On top of the talks, we plan a general discussion of the participants about their AIs and what lessons can be learned from the results of the competition. The results of the competition will be announced during the workshop. Participation in the workshop is not mandatory for participating in the competition, but we would be happy to include all participants in the discussion.

Please find additional information regarding participation, submission and format at the website of the competition.

2 First Workshop on Forgetting in Artificial Intelligence (WFAI 2017) (KI 2017)

Dortmund, Germany: Sept. 25/26, 2017

<http://www.cogsys.wiai.uni-bamberg.de/wfai2017>

Though forgetting is usually a nuisance in everyday life, it is an important feature for human life. On the one hand, forgetting superfluous information facilitates the task at hand. On the other hand, it is an integral part of basic cognitive processes, like generalization, abstraction, and learning. In this context, forgetting is the deliberate act to abolish unnecessary knowledge possibly conserving knowledge on a higher level. Recently, the term “machine unlearning” has been coined for the first beneficial use described above. In this workshop the general topic of beneficial forgetting shall be explored from different viewpoints.

The workshop aims to bring together researchers from AI, Machine Learning, Cognitive Science, and other disciplines who are interested in understanding how artificial systems can profit from forgetting and how beneficial

forgetting in humans can be influenced. Topics of interest include, but are not limited to the following:

- Forgetting in knowledge management systems
- Agents with knowledge limitations
- Unlearning hypotheses in active or incremental learning
- Supporting humans to beneficially forget
- Cognitive models using or displaying beneficial forgetting processes

2.1 Paper Submission

We invite papers, which have to be in English and formatted according to the Springer LNCS style. Papers may report on new research that makes a substantial contribution to the field, but also on research in progress. Papers may have up to 8 pages (including references). Shorter papers are also welcome.

Submission will be by email in electronic form as pdf only. Submissions should be sent until June 11 to michael.siebers@uni-bamberg.de

All papers will be subject to blind peer review based on the standard criteria of relevance, significance of results, originality of ideas, soundness, and quality of the presentation. All accepted papers will be published in online proceedings, and will be presented at the conference. At least one author of each accepted paper must register for the KI conference and present the contribution.

2.2 Important Dates

- Paper Submission: June 11, 2017
- Notification of Acceptance: July 24, 2017
- Camera-ready: August 20, 2017

2.3 Workshop Organizers

- Michael Siebers, Cognitive Systems Group, University of Bamberg
- Christian Jilek, Smart Data & Knowledge Services Department, DFKI GmbH

3 Deduktionstreffen 2017

<http://fg-dedsys.gi.de/dt2017>

The annual meeting Deduktionstreffen is the prime activity of the Interest Group for Deduction Systems (FGDedSys)

of the German Informatics Society. It is a meeting with a familiar, friendly atmosphere, where all members and friends of the German deduction community are invited to present, discuss and share their latest research results and ideas in an informal setting.

A particular focus of the Deduktionstreffen is on young researchers and students, who are particularly encouraged to present their ongoing research projects to a wider audience. Another goal of the meeting is to stimulate networking effects and to foster collaborative research projects.

We welcome contributions on all theoretical, experimental and application aspects of deduction. Accepted abstracts will be presented as short teaser talks followed by a poster presentation.

The Deduktionstreffen will also host the annual general meeting of the members of FGDedSys.

3.1 Submission

Please submit a one-page abstract of your contribution on easychair.

Early bird submission: July 15 (Notification July 25)

Standard submission: August 15 (Notification: August 25).

Early bird submission is meant to grant planning reliability to interested students and researchers, e.g. if they would like to apply for travel grants.

3.2 Organizers

- Christoph Benz Müller
- Matthias Horbach

4 Sixth Workshop on Dynamics of Knowledge and Belief and 5th Workshop KI & Kognition (DKB-KIK-2017) Formal and Cognitive Reasoning & The Syllogistic Reasoning Challenge

Joint workshop of the GI special interest groups *Wissensrepräsentation und Schließen* and *Kognition* in conjunction with *KI 2017* in Dortmund.

<http://www.fernuni-hagen.de/wbs/dkbkik2017.html>

4.1 Aims and Scope

Information for real life AI applications is usually pervaded by uncertainty and subject to change, and thus demands for non-classical reasoning approaches. At the same time, psychological findings indicate that human reasoning cannot be completely described by classical logical systems.

Explanations may be incomplete knowledge, incorrect beliefs, or inconsistencies.

Knowledge representation offers a rich palette of methods for uncertain reasoning both to describe human reasoning and to model AI approaches. Its many facets like qualitative vs. quantitative reasoning, defeasible and analogical reasoning, argumentation and negotiation in multi-agent systems, causal reasoning for action and planning, as well as nonmonotonicity and belief revision, among many others, have become very active fields of research. Beyond computational aspects, these methods aim to reflect the rich variety of human reasoning in uncertain and dynamic environments.

The aim of this series of workshops is to address recent challenges and to present novel approaches to uncertain reasoning and belief change in their broad senses, and in particular provide a forum for research work linking different paradigms of reasoning. We put a special focus on papers from both fields that provide a base for connecting formal-logical models of knowledge representation and cognitive models of reasoning, addressing formal as well as experimental or heuristic issues.

4.2 Syllogistic Reasoning Challenge

At this year's KI conference in Dortmund we plan a challenge on cognitive computational modeling of human syllogistic reasoning. The ultimate goal of cognitive modeling is to explain underlying cognitive processes while approximating the answer distributions generated by humans. The competition is necessary as so far any existing psychological theory is deviating significantly from the data. More information can be found on the workshop website or on <http://www.cc.uni-freiburg.de/syllogchallenge>.

4.3 Topics of Interest

- action and change
- agents and multiagent systems
- analogical reasoning
- argumentation theories
- belief revision and belief update
- cognitive modeling and empirical data
- common sense and defeasible reasoning
- decision theory and preferences
- inductive reasoning and cognition
- knowledge representation
- learning and knowledge discovery
- nonmonotonic and uncertain reasoning
- ontologies and description logics
- probabilistic approaches of reasoning
- syllogistic reasoning

4.4 Important Dates

Submission deadline: July 01, 2017
 Acceptance notification: July 31, 2017
 Camera-ready paper: August 15, 2017
 Challenge submission: September 01, 2017
 Workshop & Challenge: September 26, 2017

4.5 Organisers and Contact

Christoph Beierle
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Frieder Stolzenburg (*primary contact*)
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5 Workshop on 'AI challenged for humanoid soccer-playing robots' (KI 2017)

The workshop will be centered around the RoboCup-soccer benchmark for humanoid robots, which is summarized in the official aim of RoboCup: 'By the middle of the 21st century, a team of fully autonomous humanoid robot soccer players shall win a soccer game, complying with the official rules of FIFA, against the winner of the most recent World Cup.'

The challenges in the field of soccer-playing robots cover almost the entire range of AI research. Specifically, it addresses computer vision, perception, planning and scheduling, heterogeneous multi-agent systems and uncertainty in AI. The workshop aims to foster exchange on AI research in view of cooperating robots, with a specific focus on cooperation in soccer games.

5.1 Submission of Papers

We invite submissions of papers reporting on high-quality, original research with relevance to the area of artificial intelligence challenges for humanoid soccer robots. The list of subjects includes, but is not limited to, computer vision, perception, planning and scheduling, heterogeneous multi

agent systems and uncertainty. All researchers working in these areas, even if not actively participating in RoboCup, are requested to submit their work.

5.2 Participation in Robot Soccer Tournament

Teams from the RoboCup Humanoid and the Standard Platform League are invited to develop software and hardware together, exchange ideas and compete in a number of demo games against each other. A soccer field as well as space for the teams to prepare their robots will be provided. Although we encourage teams to submit papers to the workshop, it is not mandatory for participation in the tournament.

5.3 Important Dates

- Submission of papers / Applications for robotic soccer tournament: June 15, 2017
- Notification of acceptance: July 15, 2017

6 Workshop on Intelligent Systems for Industry 4.0 (KI 2017)

Dortmund, Germany: September 26, 2017

<http://ki2017.tu-dortmund.de/int4ind4.html>

Organizers: Sascha Feldhorst, Steffen Schieweck

Industry 4.0 revealed an enormous creative potential. The vision is becoming reality. Being the fourth industrial revolution, it is commonly understood as the increasing and ultimate digitalization and integration of both industrial and everyday entities. Unlike the previous industrial revolutions, Industry 4.0 is not initialized by a single new technology but rather by inter-connected technologies with intelligent services. The arising potential cannot be overestimated. However, to achieve the desired benefit further advances and, most notably, further integration of AI methods into the entities and services must be conducted. During this workshop we aim to bring together researchers who work at the gateway of both practical, entity-driven research and theoretical, AI-driven research. Accepted papers will be published in a proceedings volume.

We invite researchers from both the technological side of research who aim to implement methods from AI as well as researchers from the field of AI who aim to spread their research to the practical environment of Industry 4.0 to submit their work.

The topics of interest include, but are not limited to:

- AI in the domain of Multi-Agent Systems
- System proposals for AI applications
- AI-driven decision support systems
- Learning assistance systems
- AI-supported data analytics
- AI education systems
- Machine learning for industrial applications
- AI applications in and for large networks
- Comparison of AI methods for industrial environments

7 PuK 2017–31st Workshop on Planning, Scheduling, Configuration and Design (KI-2017)

Dortmund, Sept. 2017

<http://www.puk-workshop.de>

Jürgen Sauer (University of Oldenburg) sauer@uol.de

The PuK workshop is the regular meeting of the special interest group on planning, scheduling, design and configuration within the AI section of the GI. As in previous years the PuK workshop brings together researchers and practitioners of the areas of planning, scheduling, design and configuration. It provides a forum for the exchange of ideas, evaluations and experiences especially in the use of AI techniques within these application and research areas.

7.1 General Topics

The general topics of interest of the PuK community include but are not limited to:

- Practical applications of configuration, planning or scheduling systems
- Architectures for planning, scheduling or configuration systems
- Knowledge representation and problem solving techniques, e.g. domain-specific techniques; heuristic techniques; distributed problem solving; constraint-based techniques; iterative improvement; swarm intelligence; reactive techniques and user-interaction.
- Learning in the context of planning, scheduling and design.

The practical use of the tools and techniques developed in the area of planning, scheduling and configuration is of special interest to the audience. Thus complete systems and application areas in which the approaches are used shall be highlighted. This focus shall also help to attract the workshop to practitioners in the field, who are invited to present practical problems and to discuss their experiences, concepts, and ideas. It is also intended to stimulate a mutual

exchange with the researchers on our common field's future directions.

Besides this, all submissions regarding the general topics mentioned above are welcome.

7.1 Important Dates

08.07.2017 Papers/ Abstracts Due Date

01.08.2017 Notification of Acceptance

14.08.2017 Submission of Camera-Ready Papers (PDF)

Conference Reports

1 KogWis 2016 – Space for Cognition – 13th Conference of the German Cognitive Science Society, Bremen, Germany

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Between 26th September and 30th September 2016, the 13th meeting of the German Cognitive Science Society took place at the University of Bremen in Bremen, Germany. More than 250 participants found their way to KogWis 2016. This year the conference had a special thematic motto; "Space for Cognition". Regarding this special theme of the year, the University of Bremen is well-known for research in spatial cognition. Bremen has been running the transregional collaborative research center SFB/TR 8 Spatial Cognition funded by the German Research Foundation for twelve years. Moreover, the work of this center is being continued in the Bremen Spatial Cognition Center (BSCC) since 2015.

With this special reason, the spatial cognition was particularly highlighted in many programs, although research from all subareas of cognitive science is also not missed. Being a cognitive science conference, KogWis 2016 drew presenters and audience from a wide range of disciplines in accordance with its topic.

KogWis 2016 received over 60 extended abstracts. Based on the review of the program committee, 23 oral presentations and 29 poster presentations were accepted for final contribution. The program of the conference was also composed of a number of invited symposia as well as doctoral symposia, and several tutorials which addressed specific topical focus of cognitive science. As one of the high points of the conference, the five keynote presentations were given by invited renowned speakers from various

disciplines including architecture, philosophy, computer science, linguistics, and psychology.

Each presentation elaborated different works with various perspectives from their own background, and it was interesting to see how they all aimed at and linked to cognitive science. As an example, Ruth Conroy Dalton showed how cognition is related to architectural design with a focus on the question how architectural complexity affects people's experience of buildings. Her impressive talk focused on explaining spatial thinking spanning two different disciplines, cognitive science and architecture design.

The mixture of programs with short presentations and discussions with focus topic provides a good balance between presentations of early-career junior researchers and established senior researchers. This balance allowed the conference to highlight current research topics in the German cognitive science community as well as providing a forum for educating young scientists by raising questions and active discussions.

Overall, Kogwis 2016 was very well organized with clear objectives. Although the majority of participants came from German universities and research institutions, English was clearly defined as the official conference language. Therefore, it was hard to find any communication constrain for participants from other non-german speaking countries. To conclude, I found attending Kogwis 2016 was rewarding experience and the event successfully fulfilled its purpose of offering extra-curricular conference program as well as creating a networking opportunity for academics, and student researchers.

2 GIScience 2016 Ninth International Conference on GIScience

September 27–30, 2016, Montreal, Canada

Annina Brügger, University of Zurich, annina.bruegger@geo.uzh.ch

The ninth International Conference on GIScience was held at the Marriot Chateau Champlain Hotel in Montreal (Canada) from September 27 to 30, 2016. This series of conferences started in 2000 and invites people from academia, industry, and government organizations to discuss and progress the state-of-the-art in GIScience. The conference welcomes research across all sectors of Geographic Information Science including Geography, Cognitive Science, Computer Science, Engineering, Information Science, Linguistics, Psychology, Mathematics, Philosophy, Social Science, and Data Science.

GIScience 2016 was co-organized by McGill University, Université Laval, and University of Saskatchewan.

The general chairs were Renee Sieber and Scott Bell with the local organizer Raja Sengupta. The program Co-chairs were Jennifer Miller, David O’Sullivan and Nancy Wiegard.

Conference submissions included two tracks: full (up to 15 pages) and short papers (up to 4 pages, 1500 words). Based on reviews by the independent members of the international program committee, 102 out of 152 submitted short papers (69% acceptance rate) and 21 out of 63 full papers (33% acceptance rate) were included in the program. Accepted papers were either presented as a poster or a talk, decided by the program chairs. Short papers are published in digitally distributed conference proceedings, without any distinction of the presentation modality. Full papers are available in *Springer’s Lecture Notes in Computer Science (Vol 9927)*.

The conference started with a day of workshops and tutorials in order to discuss on-going research in the field of GIScience. The organizers of the workshops and tutorials were Steven Farber and Michael Widener. In the evening of that day, an Ice Breaker event hosted at McGill University’s Faculty Club provided a great opportunity to get in touch with researchers attending GIScience 2016.

Each of the three following days of the main conference started with exciting keynote speakers. The first keynote was presented by Monica Wachowicz on “The Internet of Mobile Things: Are We Making a Difference?”. The next day, Dennis Hlynsky offered insights in the “Artistry in GIScience” and on the last day Muki Haklay provocatively asked the captive audience “Has GIScience Lost its Interdisciplinary Mojo?”. The keynotes were followed by three parallel oral presentation tracks. Unfortunately, movement in the conference hotel was somewhat difficult, as the location for the coffee breaks, which offered a fantastic range of fruits, pastry and beverages, was on the first basement floor, while the presentations took place on the 36th floor, with unbeatable panoramic views of Montreal. This, unnecessarily divided the audience, and even prevented people to be at the next session on time. After a couple of sessions, the late afternoons were reserved for poster presentations and a small exhibit of conference sponsors. The poster sessions were well embedded in the whole conference program, with no other competing parallel events, thus significantly increasing the number of attendees, compared to other conferences.

Session topics covered Cognition, VGI, Dynamics, Cartography, among others. The full list of topics, talks and posters is available on the GIScience 2016 webpage.

In the afternoon of the last day, a panel with Renee Sieber, Karen Kemp, Veronica Fast, David O’Sullivan, Shaowen Wang and Muki Haklay discussed “The Future of GIScience in an Era of Rebranding”, and provided a platform for engaging the audience in defining the future,

and in particular, the branding, of the GIScience field. The conference ended with an award ceremony, Arthur von Goethem won the Best Full and I, Annina Brügger, won the Best Short Paper Award, last but not the very least, Gianluca Boo and Daniel Bégin both won the Best Poster Award.

Overall, GIScience 2016 was a well organized, stimulating conference, with a good mix of researchers from the broad GIScience community, intensively dealing with the increasing discussion on interdisciplinary research. Social events at different locations in Montreal gave the conference a stimulating movement character, and required some wayfinding abilities and training, which is particularly relevant for my research. Additionally, the conference dinner gave everyone the opportunity to socialize, eat and drink in a relaxed atmosphere at the historic Marché Bonsecours overlooking the St. Lawrence river. Finally, the whole conference offered time and space to introduce and develop ideas for current, as well as future research in the exciting field of GIScience.

The application and selection process for the next GIScience venue is on-going, but the conference will definitely take place in 2018!

For more information, visit the GIScience 2016 webpage: <http://giscience.geog.mcgill.ca/>.

3 RuleML 2016: Tenth International Web Rule Symposium

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This year the 10th International Web Rule Symposium (RuleML 2016) was held at Stoney Brook University in New York, chaired by Paul Fodor with scientific co-chairs Jose Julio Alferes, Leopoldo Bertossi, and Guido Governatori. The RuleML symposium is an annual academic research conference covering theoretical, practical, and industry-focused advances in rule technologies e.g. SWRL, SWSL, TPTP, Common Logic, RIF, and many others (presentations are available online: https://www.youtube.com/playlist?list=PLQkz10de_pG8xIi3t_aT0JHzrgkQhIOba).

The keynote talks were in fact tutorials, reflecting the practical focus of the community. All of the tutorials were exciting, well motivated introductions to the various practical tools and lines of research with live system demonstrations. Richard Waldinger presented their SAP Quest system for natural language question answering over structured knowledge. Neng-Fa Zhou presented their award winning general programming language PICAT that seamlessly mixes declarative programming (constraints, rules, uni_cation) with imperative programming (assignments,

loops). Bruce Silver presented the Decision Model and Notation standard, striking a balance between being easy to understand and expressive enough to be useful in practice. Michael Kifer presented Ergo, an implementation of Rulelog that brings together advances in logic programming, non-monotonic reasoning, business rules, and the Semantic Web.

Presentations by authors of accepted papers covered a range of topics, including smart contracts and blockchains, legal rules and reasoning, constraint handling rules, and rule- and ontology-based data access and transformation.

A highlight was the International Rule Challenge—a competitive showcase of practical systems in a variety of domains, from education to cutter suction dredging. Two projects were awarded: Ingmar Dasseville gave an exciting and slick presentation on their comprehensive reasoning system IDP, developed at KU Leuven. Jacob Feldman presented an interesting system that focused on “What-if” analysis in the context of DMN-based decision support for business.

Overall I found the RuleML symposium to be an excellent community of supportive people. The event was colocated with DecisionCAMP (organised by Jacob Feldman), and has a doctoral consortium for any interested PhD candidates.

4 LBS 2016: 13th International Conference on Location-Based Services

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The 13th International Conference on Location-Based Services (LBS 2016) was held at the Vienna University of Technology in Austria from November 14 to 16. Approximately 120 participants attended the conference organized by the ICA Commission on Location-Based Services and the Research Group Cartography of Vienna University of Technology. Besides the four sessions on each conference day, there were also two interactive sessions with showcases and posters as well as social events on every afternoon or evening. In the forefront of the conference there was a research agenda workshop which is part of the activities of the ICA Commission on Location-Based Services which was established in 2015. The workshop aims to develop a cross-cutting research agenda identifying essential research questions and challenges for the LBS development in the next 5 to 10 years.

The conference sessions covered a broad range of research directions in the field of LBS. Three sessions labeled “Navigation and Wayfinding” discussed research regarding traffic information references, alternative routes in a multimodal, areal or indoor context, and extensive works concerning landmarks. Two sessions titled “Mobility Analysis” referred to the investigation of sensor readings, call detail records, floating car data, and WiFi probes. Further sessions covered topics such as social LBS, volunteered geographic information, positioning, user studies, privacy, and innovative applications.

The wide scope of the conference and the participants’ diversity are worth to be emphasized. According to the participant list the attendees came from more than 20 countries and also their individual background is impressive: there were experts from the fields of cartography, cognitive science, computer science, geodesy, geography, geoinformatics, human–computer interaction, psychology, remote sensing, and more.

The conference’s peer-reviewed full papers have been published in a book “Progress in Location-Based Services 2016” of the Springer Lecture Notes in Geoinformation and Cartography <http://www.springer.com/de/book/9783319472881>. There are also online proceedings containing work-in-progress submissions <http://lbsconference.org/proceedings/>.

For further information see the websites of the conference <http://lbsconference.org/>, and the research agenda workshop <http://lbs.icaci.org/research-agenda/>.

I enjoyed being at the conference and would like to conclude the report using words of the closing note of the conference’s host, Georg Gartner: there were three concrete outcomes desired and surely achieved at this year’s LBS. First, getting new ideas. Second, getting confirmation of the own work. Third, and most importantly, performing networking and getting new friends.

5 Interdisciplinary College (IK)

Hang Yuan
Jacobs University Bremen, Germany

I had the chance to attend the Interdisciplinary College (IK) in Göttingen in Northern Germany. This is a one-week spring school packed with inspirational lecture series and thought-provoking conversations. It was one of the most refreshing and memorable experiences that I have ever had and I would love to attend next year’s IK again if I can. So you might be wondering what the IK is. The Interdisciplinary College, as its name implies, is a decidedly interdisciplinary spring school that started 20 years ago which aims to promote cross-disciplinary exchange and training

between all fields from the wider intelligence and cognition sciences, from the neurosciences to computer science, AI, robotics, cognitive science, extending into the social sciences, philosophy and even the arts. Participants all over the world gather at the beautiful Heinrich Lübke Haus for a week, learn about cutting-edge research, and discuss their understandings on the raised issues.

Each year IK has a focus theme. This year's theme was Creativity and Intelligence in Brains and Machines—from Individuals to Societies, so the lectures tried to tackle creativity and intelligence from both, the machine-oriented and the brain-oriented perspectives. To illustrate this central idea—we had courses ranging from deep reinforcement learning (machine intelligence) to biological spiking neural networks (brain computation mechanism), and from cognitive music theory (human creativity) to the computational models of story making (machine creativity). By having a structure of this kind, I was able to form an intuitively systematic understanding about those topics. What I also appreciate was the intensive discussions that I had with lecturers and my peers. I have never encountered a group of people that are so open about ideas and willingly share their thoughts with others. I felt overwhelmingly welcomed already even on the train to Soest where I met another IK participant. The discussions just kept coming. Although the participants were mostly German, I almost never felt being left out in any conversations as people would either only speak in English or switch to English when they noticed my poor German skills.

Throughout the whole week, the days were packed with different lecture series and the nights were packed with some evening lectures and fun activities for social networking. I had a pretty good life-work balance, having roughly

8 h of lectures, 8 h of sleep and the rest for networking and discussions.

There was this epistemology lecture given by Gerhard Roth from the University of Bremen. I would never have thought about the world from his.

viewpoint if I hadn't attended the IK. Basically, he argued how we should view the world from a neurobiological perspective basing on the assumption that our mind is a construct of the brain. He further stated that the brain cannot prove the "truth" of its own construct. Roth's talk was just one many captivating lectures that I had. There were many other fascinating lectures such as understanding the evolution of society via network theory, or the predinner talk *Robots Like Me* from Ipke Wachsmuth who presented himself as a robot and opened up intense discussions on the ethics of robots. This list can go on and on, but I guess you already have an idea of what the lectures are like. As inspiring as the lectures might be, I still think listening itself is only a passive process. It's hard to convert everything you hear into the language of your own. That's why I like to facilitate my learning process using more active means by talking to others and writing my blog. During the IK, I felt like I was always caught in some kind of discussion. The fun part was that random people would simply join if they overheard the conversation and thought it was interesting. IK seems to have empowered me with curiosity about every aspect of sciences and life. I know many participants who I have talked to have the same feeling.

Life simply rejuvenates. It is intellectually stimulating to be surrounded by computer scientists, cognitive scientists, neuroscientists and other scholars all at once. I am glad that I came to IK to get to know those amazing people in personal encounters. I do hope that I can meet them in the future to talk about their lives and research again.