



Artificial Intelligence and Interactive Digital Entertainment

The Eighth AAAI Artificial Intelligence and Interactive Digital Entertainment Conference (AIIDE-12)

Please join us for AIIDE-12, to be held October 8–12, 2012 at Stanford University in Stanford, California. AIIDE is the definitive point of interaction between entertainment software developers interested in AI and academic and industrial AI researchers.

While traditionally emphasizing commercial computer and video games, AIIDE invites researchers and developers to share their insights and cutting-edge results on all topics at the intersection of all forms of entertainment and artificial intelligence, including serious games, entertainment robotics, art, and beyond. The program will include invited speakers, research and industry presentations, project demonstrations, interactive poster sessions, workshops, a new doctoral consortium, and product exhibits.

A partial list of invited speakers includes Zoran Popovi (University of Washington), the principle investigator on the Foldit game, and Marek Michalowski, of BeatBots, the intelligent robotic toy.

The expanded workshop program will feature five workshops, including Human Computation, Intelligent Narrative Technologies 5, Musical Metacreation, Real Time Strategy Games, and Serious Games. Workshop submissions are due July 6.

Registration information and other program details will be available on the AIIDE-12 website at www.aiide.org/aiide12/ later this summer. Please send inquiries to aiide12@aaai.org, to Conference Chair Vadim Bulitko (University of Alberta), or to Program Chair Mark Riedl (Georgia Institute of Technology).

Turing Centenary

Toby Walsh reviewed several ideas for Turing Centenary events at AAAI-12, including a panel on Turing's legacy, a AAAI Turing lecture, Turing Debate on "Possibility of AI," and AAAI member poll on AI's greatest achievements. It is hoped that Christophe Papadimitriou will give the first AAAI Turing Lecture. The Council enthusiastically supported Turing anniversary events at AAAI-12 and encouraged Toby and the Conference Committee to pursue any or all of the suggestions made, including a membership poll on the top 10 past contributions and predictions on the next 50 years, with a press release on June 23, 2012, announcing the results.

Committee Selection

Carol Hamilton reviewed the list of AAAI Executive Council Committees

and a short break was provided for Council members to sign up for their preferred committees. Hamilton will work with the President to make committee assignments during the Fall, and assignments will be circulated, along with more information about each committee.

Intel Science and Engineering Fair
Rao Kambhampati encouraged AAAI to reinstate its presence at the Intel Science Fair. AAAI awards were suspended in 2009. The Council was enthusiastic and Kambhampati will follow up on putting together a panel of judges, and possible joint funding with *AI Journal*. The Executive Council approved prize money of up to \$2,000.

AI Communications

Carol Hamilton presented a request from Maria Fox to form an affiliation

with AI Communications. The Executive Council suggested that the journal apply for the AAAI sponsored journal program.

IJCAI

The Council had a brief discussion about IJCAI's announcement that they will convert to an annual conference in 2016. There was concern expressed about how this will affect AAAI membership if IJCAI is in North America more frequently. Manuela Veloso will work with IJCAI leaders to be sure that AAAI membership registration discounts are offered on the IJCAI conference registration form.

Henry Kautz thanked everyone for attending, and the meeting adjourned at 4:45 PM.