



## IEEE Symposium on Computational Intelligence and Games Perth, Australia, 15-18 December 2008

<http://www.csse.uwa.edu.au/cig08/>

Paper submission: 15 August 2008

Games have proven to be an ideal domain for the study of computational intelligence as not only are they fun to play and interesting to observe, but they provide competitive and dynamic environments that model many real-world problems. This symposium aims to bring together leading researchers and practitioners from both academia and industry to discuss recent advances and explore future directions in this field.

The symposium will consist of a single track of oral presentations, tutorials, special sessions, and live competitions. The proceedings will be published by the IEEE and made freely available on the symposium website after the symposium.

