



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

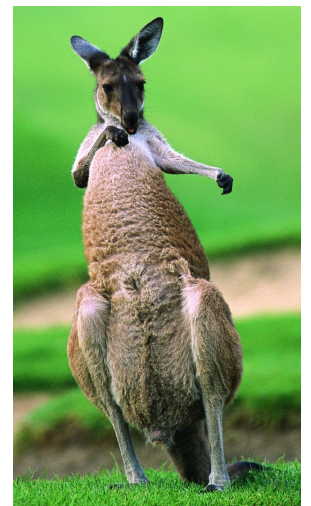
<http://www.csse.uwa.edu.au/cig08/>

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, sponsored by the IEEE Computational Intelligence Society with technical co-sponsorship from the IEEE Consumer Electronics Society, aims to bring together leading researchers and practitioners from both academia and industry to discuss recent advances and explore future directions in this field.

Topics of interest include, but are not limited to, the following:

- Learning in games
- Coevolution in games
- Neural-based approaches for games
- Fuzzy-based approaches for games
- Opponent modelling in games
- Theoretical or empirical analysis of computational intelligence techniques for games
- Comparative studies (e.g. evolved players versus human-designed players or other learning algorithms)
- Multi-agent and multi-strategy learning
- Applications of game theory
- Board and card games
- Economic or mathematical games
- Imperfect information and non-deterministic games
- Evasion (predator/prey) games
- Console and video games
- Realistic games for simulation or training purposes
- Player satisfaction in games
- Games for mobile or digital platforms
- Games involving control of physical objects
- Games involving physical simulation

Special session, tutorial, and competition proposals:	11 June 2008
Paper submission:	15 August 2008
Decision notification:	15 September 2008
Camera-ready submission:	15 October 2008
Symposium start:	15 December 2008



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.

