

Call for Papers – Special Track - FLAIRS-35

Hutchinson Island, Jensen Beach, Florida, USA, May 15-18, 2022

Paper Submission Deadline – January 24, 2022

Paper Acceptance Notification – February 22, 2022

Submission website: flairs-35.info

Title of the special track: Artificial Intelligence in Games, Serious Games, and Multimedia

Organizers:

1. D. Michael Franklin, Kennesaw State University, USA

Web Page: <https://facultyweb.kennesaw.edu/dfrank15/docs/FLAIRS35SpecialTrackCFP.pdf>

Abstract: One consistent and growing area of concentration of Artificial Intelligence is in the area of games – serious games and simulations, educational games, and traditional game AI – and in Multimedia – the interaction of logic and reasoning within the realm of media. Within these contexts, the goal is the same – simulating intelligent agents that will react strategically to player behaviors and the environment. Improvements and advancements within this field will lead to increased veracity of simulations, enhanced learning within educational games, and more realistic and complicated gameplay. Additionally, advances in AI in games and media are worthy of study. This opens up the study to the area of Multimedia – how are we using AI to shape the future of multimedia?

Full description: Papers and contributions are encouraged for any work relating to Artificial Intelligence in Games, Serious Games, and Multimedia. Topics of interest may include (but are in no way limited to)

1. AI in Serious Games / Simulations
2. AI in Educational Games
2. AI in Traditional Games
3. Advances in AI for Games / MultiMedia
4. Multi-agent Systems
5. Strategy Inference / Analysis
6. Game Theoretic Interactions
7. Multimedia Interactions and Intelligence
8. Belief Networks
9. Dynamic / algorithmic content generation
10. Image Processing and Analysis
11. Squad / multi-unit and coordinated agent AI

Anticipated numbers of submissions and accepted papers: We anticipate receiving 20 – 25 high quality submissions of which we anticipate accepting 12 – 14 papers for 2 – 3 sessions.
Program committee: TBD, we will again solicit experts in the fields of game design and development, artificial intelligence, multimedia and related arts / technical sciences.

Organizing experience: We have run this track for the last several years with increasing participation and interest. Each year our group has grown and we had standing room only last year.

Promotional plans and materials: We will solicit papers through our PC, our contacts, previous authors and those who have submitted papers before. We plan to solicit in our universities, through FLAIRS, etc.

Call for papers:

Date: May 15 – 18, 2022
Call Deadline: January 24, 2022
Location: Hutchinson Island, Jensen Beach, Florida, USA
Web Site: flairs-35.info
Field(s): Artificial Intelligence, Computer Science, Machine Learning, Games, Game Development, Game Design, Multimedia, Serious Games, Simulations
Email: D. Michael Franklin, mfranklin@kennesaw.edu

Artificial Intelligence in Games, Serious Games, and Multimedia
Special Track at
The 35th International FLAIRS Conference
In cooperation with the Association for the Advancement of Artificial Intelligence
Hutchinson Island, Jensen Beach, Florida, USA
May 15 - 18, 2022
Paper submission deadline: January 24, 2022.
Notifications: February 22, 2022.
Camera ready version due: March 8, 2022.

**All accepted papers will be published as FLAIRS proceedings by the FloridaOJ.
[AND JOURNAL IF APPLICABLE]**

Call for Papers

What is Artificial Intelligence in Games?

One consistent and growing area of concentration of Artificial Intelligence is in the area of games – serious games and simulations, educational games, and traditional game AI. Within these contexts the goal is the same – simulating intelligent agents that will react strategically

to player behaviors and the environment. Improvements and advancements within this field will lead to increased veracity of simulations, enhanced learning within educational games, and more realistic and complicated gameplay. Additionally, advances in AI in games and media are worthy of study. This opens up the study to the area of Multimedia – how are we using AI to shape the future of multimedia?

What is the GOAL of the track?

The goal of this track is to draw upon the diverse AI backgrounds of the attendees of the FLAIRS conference to examine this field, advance it, and share these insights within the community of learning.

Who might be interested?

Students and researchers of computer science and artificial intelligence, machine learning, and multi-agent systems; researchers within these challenging fields; industry affiliates needing these advancements to further their projects.

What kind of studies will be of interest?

Papers and contributions are encouraged for any work relating to Artificial Intelligence in Games. Topics of interest may include (but are in no way limited to)

1. AI in Serious Games / Simulations
2. AI in Educational Games
3. AI in Traditional Games
4. Advances in AI for Games / Media
5. Multi-agent Systems
6. Strategy Inference / Analysis
7. Game Theoretic Interactions
8. Belief Networks
9. Dynamic / algorithmic content generation
10. Image Processing and Analysis
11. Squad / multi-unit and coordinated agent AI

Note: We invite **original** papers (i.e. work not previously submitted, in submission, or to be submitted to another conference during the reviewing process).

Submission Guidelines

Interested authors should format their papers according to [AAAI formatting guidelines](#). The papers should be original work (i.e., not submitted, in submission, or submitted to another conference while in review). Papers should not exceed 6 pages (4 pages for a poster) and are due by January 24, 2022. For FLAIRS-35, the 2022 conference, the reviewing is a double blind process. Fake author names and affiliations must be used on submitted papers to provide double-blind reviewing. Papers must be submitted as PDF through the EasyChair conference system, which can be accessed through the main conference web site (<http://www.flairs-35.info/>). Note: do not use a fake name for your EasyChair login - your EasyChair account information is hidden from reviewers. Authors should indicate the Artificial Intelligence in Games, Serious Games, and Multimedia special track for submissions. **The proceedings of FLAIRS will be published by the FloridaOJ.** Authors of accepted papers will be required to sign a form transferring copyright of their contribution to FloridaOJ. FLAIRS requires that there be **at least one full author registration per paper**.

Please, check the website <http://www.flairs-35.info/> for further information.

Conference Proceedings

Papers will be refereed and all accepted papers will appear in the conference proceedings, which will be published by FloridaOJ.

Organizing Committee

D. Michael Franklin, mfranklin@kennesaw.edu

Current Program Committee

TBD, we will again solicit experts in the fields of game design and development, artificial intelligence, multimedia and related arts / technical sciences.

Further Information

Questions regarding the Artificial Intelligence in Games and Multimedia Special Track should be addressed to the track co-chairs:

D. Michael Franklin, mfranklin@kennesaw.edu