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Websites: <http://www.icmlc2005.hbu.edu.cn> <http://www.comp.polyu.edu.hk/~cike/icmlc2005>

Invited Session Game AI and Virtual

Organizer:



Prof. Zhigeng Pan

VR and Digital Entertainment Division
State Key Lab of CAD&CG, Zhejiang
University, Hangzhou, 310027, P.R.China
TEL: 86-571-88206681-509
Fax: 86-571-88206680
E-mail: zhigengpan@gmail.com
URL: ijvr@cad.zju.edu.cn

Zhigeng Pan received his Bachelor Degree and Master Degree from the Computer Science Department in 1987 and 1990 from Nanjing University respectively, and Ph.D Degree in 1993 from Zhejiang University. Since 1993, he has been working at the State Key Lab of CAD&CG on a number of academic and industrial projects related with distributed graphics, virtual reality, multimedia. Dr. Pan is a member of SIGGRAPH, Eurographics, IEEE, a senior member of the China Image and Graphics Association. He is on the director board of the International Society of VSMM (Virtual System and Multimedia), a member of IFIP Technical Committee on Entertainment Computing (acting as representative from China). Currently, he is the executive Editor-in-Chief of The International Journal of Virtual Reality. He is on the editorial board of International Journal of Image and Graphics, International Journal of CAD/CAM, Journal of Image and Graphics, Journal of CAD/CG, et al. He is the Depute Director and the General Secretary of the Virtual Reality Committee, China Society of Image and Graphics; the Depute Director of the Machine Perception and Virtual Reality Committee, China Association of Artificial Intelligence; the Steering Committee member of VRCAI series conference. He is the organizing committee chair of VRAI'2002, the co-chair of the organizing committee of VRAI'2003, ICIG'2002, Eurographics/ACM SIGGRAPH Workshop on Computer Graphics Education'2004, ICIG'2004. He is the program co-chair of EGMM'2004(Eurographics workshop on Multimedia), Edutainment'2005 and VEonPC'2005, and will be the program co-chair of Edutainment'2006, ICAT'2006.



Dr. Edmond Cyril Prakash

Assistant Professor of Computer Science,
NTU, Singapore
Deputy Director, Centre for Financial
Engineering
Founding Member of NTU BioEngg Task
Force, College of Engineering
Voice: (65) 6790-6277
Fax: (65) 6792-6559
Email: ASprakash@ntu.edu.sg

Edmond C. Prakash is an Assistant Professor of Computer Science at the Nanyang Technological University, Singapore. He is also the Research Director for the gameLAB at NTU. He received the BE, ME and Ph.D degrees from Annamalai University, Anna University and Indian Institute of Science, respectively in 1986, 1988 and 1996. Edmond's research focus is on exploring the applications of virtual reality in engineering, business, science, and medicine. He has worked on the design and implementation of walkthroughs of proposed structures, such as buildings, automobiles, and humans. In the process he has developed new algorithms for automatically generating object hierarchies, volume rendering, parallel computation, human modeling and animation for virtual environments. He has also consulted and collaborated with the industry including IBM, Silicon Graphics and JP Morgan. Edmond received an Alumni award for the best PhD thesis of Indian Institute of Science in 1997. His web site is at <http://www.ntu.edu.sg/home/ASprakash> Dr. Edmond has spent seven years in "think tank" research on the campus of Nanyang Technological University: 1997-2004. He has published in every top journal in Computer Graphics including (IEEE Trans. on Visualization and Computer Graphics, IEEE Computer Graphics and Applications, Computers & Graphics, Computer Graphics Forum, Shape Modeling, Journal of Visualization, Imaging Science and Technology and Machine Graphics and Vision). His publications are mainly devoted to top class research papers and monographs. A major interest in teaching and research in recent years has been the future of games, animation, graphics, visualization and virtual reality.

Description:

Game AI (artificial intelligence) is the subject of a lot of discussion recently. As games forge ahead in the areas of graphics and sounds it becomes increasingly obvious when the actions of the game controlled players are not functioning in an "intelligent" manner. More important than the game controlled player's "intelligence", is really the game controlled player's stupidity. Game AI is not necessarily AI in the standard meaning of the word. Game AI for units is really an attempt to program life-like attributes to provide a challenge or an appearance of reality. As virtual avatars become better animated through increasingly sophisticated applications in VR, they appear more and more trustworthy.

This session will call for papers in the following fields (not limited to):

- Player Perceivable AI
- Smart AI + Good Game Play

	<ul style="list-style-type: none">- Game AI Algorithms- AI Scripting- Planning & Player Predictability- Re-use of AI systems- Intelligent agents- Modeling of Avatars- Rendering of Avatars- Affective interaction
Submission Format:	Authors must submit an electronic copy (in word or pdf) of their complete manuscript directly to the Session Chair (zhigengpan@gmail.com or ASprakash@ntu.edu.sg) on or before April 30, 2005. The paper should be prepared according to the icmlc paper format. Authors will receive reviews by June 01, 2005. Camera ready copy of papers will be due by July 01, 2005.