

International Workshop on Computer Games (IWCG 2011)

Held in conjunction with

The 2011 Conference on Technologies and Application of Artificial Intelligence (TAAI 2011)

Taoyuan, Taiwan, November 11-13, 2011

<http://taai2011.cse.yzu.edu.tw/>

Important Dates

Paper submission: July, 2011

Author notification: August 17, 2011

Camera ready: September 1, 2011

Workshop: November 11-13, 2011

Website

<http://taai2011.cse.yzu.edu.tw/>

Organizers

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Call for Papers

This workshop will include paper presentations and computer game competitions. It will provide a stage of technical communication for both academic scientists and game programmers in the area of computer games.

High quality research papers are solicited on all aspects of research related to computers and games. Relevant topics include, but are not limited to:

- Current state of game-playing programs for classic game, modern board game, card games and puzzles.
- Virtual and video games
- New theoretical developments in game-related research
- General scientific contributions produced by the study of games
- Social aspects of computer games
- Cognitive research of how humans play games,
- Networked games

Paper Submission

Submit your paper(s) at the paper submission site <http://taai2011.cse.yzu.edu.tw/>. Each submission should be regarded as an undertaking that, if the paper is accepted, at least one of the authors must attend the conference to present the work. Submission format will be announced on the conference web site.