

CALL FOR PAPERS

7th Annual International European Conference on AI and Simulation

in Computer Games – GAME-ON'06

(<http://www.ibr.cs.tu-bs.de/news/ibr/game-on-2006/index.html>)

November 28 – December 1, 2006,

University of Braunschweig, Braunschweig, Germany



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The aim of the 7th annual European Game-On Conference on simulation and AI in Computer Games is to bring together researchers and games people in order to exchange ideas on programming and programming techniques, which will be beneficial to the gaming industry and academia. Secondly it aims to steer young people into this industry by providing how-to tutorials and giving them the opportunity to show their ideas and demos to the gaming industry. The conference will concentrate mostly on the programming of games, with special emphasis on simulation, AI and fuzzy sets, and physics related computer graphics. Next to that, all of this will be fused in the topic of computer game design in stand-alone and networked games. Software providers will be able to show their latest packages and give hand-on tutorials for the participants. Companies will also have the opportunity to seek new talent at this event.

TOPICS

Topics of interest include, but are not limited to:

- | | |
|---|---|
| <input type="checkbox"/> Artificial Intelligence (AI techniques and software) | <input type="checkbox"/> Rendering |
| <input type="checkbox"/> Physics and Simulation | <input type="checkbox"/> On-Line Game Security |
| <input type="checkbox"/> 3D Scalability | <input type="checkbox"/> Voice Interaction |
| <input type="checkbox"/> Facial Animation | <input type="checkbox"/> Cognitive Psychology |
| <input type="checkbox"/> Skeletal Animation and Fully Scaled Rendering | <input type="checkbox"/> Artistic Input |
| <input type="checkbox"/> 3-D in Game Animation | <input type="checkbox"/> Storytelling and Natural Language Processing |
| <input type="checkbox"/> Tools for Game Design | <input type="checkbox"/> Wargaming |
| <input type="checkbox"/> Game Engine Design | <input type="checkbox"/> Applications for training |
| | <input type="checkbox"/> Games Console Design |

SPECIAL TRACKS & TUTORIALS

GAMEON'06 features two special tracks on **networked gaming** and on **gaming with AIBOs**, tutorials and panel sessions. A session proposal should indicate the topic and identify invited moderators and session technical papers.

PAPERS SUBMISSIONS

Papers will be reviewed on the basis of three to five page extended abstracts of sufficient detail to permit reasonable evaluation and/or on full papers. The final version of accepted papers will be 3,5 or 8 pages long depending on the reviews. Author kit and submission details are available on the conference's web page <http://www.ibr.cs.tu-bs.de/news/ibr/game-on-2006/index.html>.

IMPORTANT DATES

Extended Abstract submission due: September 15, 2006

Notification of Acceptance: October 15, 2006

Final Camera Ready Papers due: November 10, 2006

Venue: The GAMEON'06 conference will be held at the Technical University of Braunschweig. Founded in 1745, the Technische Universität Carolo-Wilhelmina zu Braunschweig is Germany's oldest technical university and looks back on a two and a half century tradition of academic teaching and research. Today the TU Braunschweig is the centre of one of the most active German research regions,

FURTHER INFORMATION

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