

Preface

Welcome to the third conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE). Over the last thirty years, interactive digital entertainment has grown to become a major cultural phenomenon and the video game industry has become one of the major drivers of advances in computer hardware and software. Artificial intelligence is playing an increasingly important role in games by providing the most engaging challenge of all — playing against and with another intelligent entity. Moreover, interactive digital entertainment provides a fascinating arena for researchers to explore, while offering research challenges in many areas that are central to AI.

The goal of the AIIDE conference is to be the primary yearly meeting where industry and academe discuss AI for interactive digital entertainment. It is organized and run by a combination of industry developers and academic researchers. This year, the conference is being held at Stanford University in Palo Alto, California, making it accessible to industrial developers as well as attractive to all participants.

The conference highlight is a series of keynote talks by ten invited speakers from industry and academe. In addition, there are peer-reviewed papers, a poster session, demonstrations, and a colocated workshop (Workshop on Adaptive Approaches for Optimizing Player Satisfaction in Games). We are also pleased to host the second annual competition for real-time strategy game AI.

This volume contains all of the papers from the conference. The program includes 11 full papers and 11 posters. In addition, the volume includes short papers describing the demonstration sessions where researchers and industry developers showcase implementations of their work.

We would like to thank the AAAI staff, particularly Carol McKenna Hamilton, Keri Harvey, and Ann Stolberg, who helped organize the conference and were a pleasure to work with. Without them, this conference would have not been possible.

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