Special Track on
Artificial Intelligence in Games and Multimedia

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.

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