AI & Games Symposium

The AI & Games Symposium acts as a meeting place for researchers and practitioners from academia, education and industry who are involved with the design, development and evaluation of AI in the context of games.

Computer games now form an important sector of the computing and entertainment industries, but the need for better artificial intelligence in games is deeply felt and recognised by the industry. Conversely, games offer new challenges and excellent application domains for AI technology and research. Games are increasingly used for education, serious games or game-based learning, where AI techniques can create a believable, engaging experience for learners. The AI & Games Symposium focuses on the application of artificial intelligence techniques, frameworks and theories to the creation of engaging intelligent games.