# AIES Workshop 2021

## Artificial Intelligence and Entertainment Science

# Call for Extended Abstracts

## Tuesday, Nov 2
### (Virtual Workshop)

## Theme: "Towards Empathic Entertainment Technology"

The first AIES workshop, conducting in conjunction with IFIP-ICEC conference (https://www.ifip-icec.org), aim to establish a discussion panel at the intersections of **artificial intelligence (AI)** and **entertainment science** areas. By utilizing entertainment computing activities, such as video games, digital arts, or film media, a niche area of **empathic entertainment** can be tackled, intertwining AI, empathic computing, and entertainment science to establish a unique approach that humanized AI applications. In addition, the workshop also aimed to identify challenges and opportunities related to empathic entertainment technology in games or non-game contexts.



This workshop explores the following topics, which include, but are not limited to:

❖ **Theoretical contributions** leading to empathic entertainment;
❖ **Presentation & experience** of empathic AI agent and empathic simulation;
❖ **Perception & acceptance** of empathic experience and its entertainment;
❖ **Human-AI interactions and empathic play** in games or non-game context;
❖ **Examples** of entertainment medium for better empathetic experience, empathic game design or processes, and empathic AI-based support tools;

The organizing committee is delighted to call the participant to submit two (2) page extended abstracts and will be asked to present in the workshop. Accepted abstracts is invited to be published in a special issue journal of Entertainment Computing (https://www.journals.elsevier.com/entertainment-computing).

### Invited Keynote Speaker



**Youichiro Miyake** (Ph.D.)
Lead AI Researcher, SQUARE ENIX

## "Empathic Entertainment in Digital Game"

A digital game give a unique experience to a user. AI system in Digital game consists of three kinds of AI such as Meta-AI, Character AI, and Spatial AI. Game experience is formed by them. Meta-AI keeps watching a status of game and controlling characters, objects, terrain, and weather and so on dynamically to make many dramatic and empathic situations in a game for users. Character AI is a brain of an autonomous game character to make a decision by itself, but sometimes it acts to achieve a goal issued from Meta-AI. Spatial AI analyses a terrain and abstracts its features to communicate them to Meta-AI and Character-AI. They can make their intelligent decisions by using specific terrain and environment features. The AI system is called MCS-AI dynamic cooperative model (Meta-AI, Character AI, and Spatial AI dynamic cooperative model). In the lecture, I will explain the system by showing some cases of published digital games.

More Info Here:



https://aies.info/

**Registration Fee:** ~~25 Euro~~ (***FREE!***)
**Important Deadline:**
❖ Extended Abstract Due Date (**Sep 30, 2021**)
❖ Notification of Acceptance (**Oct 07, 2021**)

**Organized By:**