

## The State of the AIIDE Conference in 2017

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### Abstract

This abstract looks at the state of the Artificial Intelligence and Interactive Digital Entertainment Conference (AIIDE), describing some of the changes in the field and areas of focus for current work.

The current community is vibrant, using a broad range of AI techniques to solve traditional problems and find creative new solutions for novel games and experiences developed and designed by members of the AIIDE community.

### Overview

The Artificial Intelligence and Interactive Digital Entertainment conference has been running for twelve years. During this time there have been significant shifts in the conference and the focus of the work published.

Looking back at 2005 we see two interesting trends from the conference. First, it was common for research papers to observe deficiencies in current video game AI and to propose solutions for solving these problems. In this way, many of the problems motivating work at the conference came directly from the games industry. Second, there was considerable involvement from the games industry in AIIDE, including research papers by members of the games industry.

Stepping forward to 2016 we see different trends. First, game AI techniques from the game industry have improved significantly. There is a much larger toolbox of techniques in use by game developers that are often quite sophisticated. These techniques are documented at industry-specific venues such as the AI Summit at the Game Developer Conference (GDC) or the Game AI Pro series of books. AIIDE often brings invited speakers from GDC, encouraging cross-fertilization between academia and industry.

Today there is a broader spectrum of research published at AIIDE, including more work on problems such as procedural content generation, narrative and storytelling, player modeling, design, and artistic or other creative applications of AI. Researchers are creating their own experimental games, showcased in the *playable experience* track or at the Experimental AI in Games workshop. Members of the AIIDE community are moving into and continuing their work from within industry, and other notable collaborations between industry and academia can be found at AIIDE. Alongside this, there is still traditional work on improving game AI, particular in real-time strategy games such as Starcraft, or in pathfinding or other core technologies used in games.

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