

# Preface

Welcome to the Sixth AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE). Over the past few decades the video games industry has exploded from a technological curiosity into a multibillion dollar commercial enterprise, while at the same time becoming a leader of countless advances in computer hardware and software. Video games are a staple of today's popular culture, and have been called the preeminent form of entertainment of the 21st century. Artificial intelligence is a major component contributing to this success, while creating some of the most difficult challenges facing researchers and developers. These challenges include creating engaging, interactive, and believable opponents, companions, and entertainment systems as well as supporting knowledge generation, use, and decision-making in digital entertainment.

The goal for 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 is the fourth time 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 2010 conference highlight is a series of keynote talks by five invited speakers from industry and academia. These talks frame a peer-selected group of 16 full academic paper presentations (29 percent acceptance rate from 55 submitted)

and 1 peer-selected industry paper. A poster session of 17 peer-selected full academic papers and 1 peer-selected industry paper. (33 percent acceptance from 55 submitted) and a demonstration session showcasing the work of 5 peer-selected 2-page extended abstracts round out this year's conference.

We would like to thank the members of our Program Committee for their service and the AAAI Staff, particularly Carol McKenna Hamilton and Keri Harvey, who helped organize the conference and were a pleasure to work with. Without them, this conference would have not been possible.

– G. Michael Youngblood, *Conference Chair*  
(University of North Carolina at Charlotte)

– Vadim Bulitko, *Program Chair*  
(University of Alberta)

*Organizing Committee*

Kevin Dill (Lockheed-Martin)

Arnav Jhala, (University of California, Santa Cruz)

Brian Schwab (Blizzard Entertainment)

Mark O. Riedl (Georgia Institute of Technology)