

# Preface

“Game AI” usually brings to mind control of opponents and other characters. We are interested in a different way that AI can intersect games: during the design process. How can retrieval, inference, knowledge representation, learning, and search loosen the bottlenecks in the game design process? How can AI be put to use in ideation, prototyping, feedback, visualization, synthesis and verification of designed artifacts (puzzles, missions, maps, mechanics, stories ...)? How can AI provide assistance to game designers and/or share the creative responsibilities in design?

This workshop aims to be true to authentic game design concerns, operating outside of a strictly scientific perspective. Accordingly, input from a practitioner viewpoint (that is, that of someone who makes game in either a professional or hobby capacity) is greatly valued. We seek deep problems and interesting solutions inspired by active design projects. In light of an emerging topic of surprisingly common interest at the previous iteration of the workshop, this iteration will adopt its first theme: interactive and real-time and design feedback.

This is second workshop on artificial intelligence in the game design process. It follows the successful inaugural workshop held at Stanford University during AIIDE 2011. The second iteration consists of presentations of seven accepted peer-reviewed, full-paper submissions, a panel of industry designers and AI or design research academics, and an afternoon working session. Its goal is to start design-focused conversations that will spread to the rest of the AIIDE community and beyond.

– *Mark J. Nelson*, Program Chair  
– *Adam M. Smith and Gillian Smith*, Cochairs