AIIDE 2013 StarCraft Competition

In 2013, AIIDE will host the Fourth Annual Star-Craft AI Competition. Participants are given the task of building the best performing AI system for the popular real-time strategy game *StarCraft Brood War* (Blizzard Entertainment). The goals of the competition are to provide a testbed for real-time AI systems and to promote game AI research by exhibiting AI techniques such as scripting, planning, optimization, spatial reasoning, and opponent modeling in a fast-paced popular video game.

This year's field includes 10 entries from several universities and independent StarCraft enthusiasts. They will play full-blown games of *StarCraft Brood War* in a tournament environment similar to those used by professional gamers. To further replicate the conditions of professional play, AI systems are allowed to memorize past encounters with opponents from which to learn and adapt to opponent strategies. We will utilize 20 lab computers and tournament scheduling software to play as many as 200 games per program pair in round-robin fashion to increase the statistical significance of the tournament results.

To promote the development of strong AI systems for real-time strategy games, we will make the source code of tournament entries available to the public at the conclusion of the tournament. This is intended to lower the bar for new entrants to join future competitions, increase the accessibility of AI systems, and promote the exchange of ideas.

Complete information about the tournament can be found online(eis.ucsc.edu/StarCraftAICompetition).

– Michael Buro, *Competition Cochair*
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– David Churchill *Competition Cochair*
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