Objective

This workshop aims at promoting and exploring the possibilities for research and practical applications involving natural language processing (NLP) and games. The main objective is to provide a forum for researchers and practitioners to discuss and share ideas regarding how the NLP research community can contribute to games research and vice versa. For example, games could benefit from NLP's sophisticated human language technologies in designing natural and engaging dialogues to bring novel game experiences, or in processing texts to conduct formal game studies. Conversely, NLP could benefit from games in obtaining language resources (such as construction of a thesaurus through a crowdsourcing game), or in learning the linguistic characteristics of game users as compared to those of other domains. The workshop welcomes the participation of both academics and industry practitioners interested in the use of NLP in games or vice versa.

– Noriko Tomuro, Kristy Boyer, Yun-Gyung Cheong