

Preface

The 19th AAAI conference on Artificial Intelligence and Interactive Digital Entertainment was held at the University of Utah, in Salt Lake City, Utah, USA.

AIIDE is home to a small, but highly active research community investigating topics sitting at the intersection of games, Artificial Intelligence, and human-computer interaction, with each of these topic areas being broadly defined. As a conference, AIIDE emphasizes high-quality research, a peer review process that focuses on improving each paper's quality, and a willingness to evolve the conference with different types of submissions, to bring researchers and practitioners together.

This process of change has produced further improvements to the conference tracks. The previous practitioner track has been renamed into *Case Studies Track*, and now focuses more heavily on presentations, without necessarily having to provide a full paper publication. Meanwhile, last year's Software Track has been expanded into an Interactives Track, inviting more submissions that provide interactivity and demonstration at the conference.

As publishing has moved away from paper publications, we were able to further expand the space afforded to papers this year, with papers being allotted 9 pages of content and unlimited reference pages. AIIDE continues to publish all accepted papers at their full length regardless of whether they are presented orally or as a poster at the conference. We strongly believe that this is part of AIIDE's identity and a core strength, providing every accepted work the necessary space to disseminate its ideas.

One of our key values during the paper review process was that we wanted to ensure an equitable distribution of volunteer work in our community. As a result, all authors of submitted papers were invited to participate as members of the conference Program Committee and were expected – barring *any* special circumstance – to serve as reviewers for papers submit to the conference. This value was meant to ensure that any growth we enjoy is sustainable going forward.

Another one of our key values during paper review was that we do not aim for a specific acceptance rate, but rather a threshold of paper quality. Submission numbers, as well as the acceptance rate, increased slightly from last year, making this year's AIIDE one of the largest yet as a result. In order to allow every author enough time to present their ideas, as well as to be able to expand on community building events, we have expanded the main conference by one additional day.

Overall, 58 full length papers, 5 case studies, 5 interactives, as well as 3 Doctoral Consortium abstracts were submitted to the conference and reviewed by our program committee. After a thorough review, the program committee recommended 16 papers for acceptance as full papers (27.6% acceptance rate), and another 23 papers for acceptance as posters (67% acceptance rate as full paper or poster). Additionally, 3 of the case studies, 3 of the inter-

actives, and 2 of the Doctoral Consortium submissions were accepted for presentation at the conference. In keeping with our paper review values, papers were selected based on a meta-review of each paper's respective narrative evaluations, quantitative evaluations, author rebuttal (if provided), and post-rebuttal comments and updated reviews (if provided). The meta-review was conducted by the Program Chair in consultation with the General Chair, and our decision reflects our best assessment of the consensus from peer review. Under no circumstances was a paper accepted solely on the basis of a single dimension of peer review; a holistic evaluation was conducted for each submission.

The conference also featured a one-day workshop, preceding the main conference: Experimental AI in Games (EXAG), which has a long history of meeting at AIIDE, returning for its 10th year.

We would like to sincerely thank the sponsor of this year's poster session, Zynga, and our bronze sponsor, the Artificial Intelligence journal, for their support of the conference. These sponsor funds were critical for supporting our invited speakers and assisting student authors who would not have been able to attend otherwise.

Organizing this conference would not have been possible without the selfless volunteer effort of our organizing committee. We would like to thank Chris Martens (Conference Experience Chair), Justus Robertson (Workshop Chair), Richard Zhao (Software Chair), Rob Zubek and Jurie Horneman (Industry Chairs), Seth Cooper (Doctoral Consortium Chair), R. Michael Young (Local Arrangements Chair), Joseph C. Osborn (Outreach Chair), Pablo Sauma Chacón and Atefeh Mahdavi Goloujeh (Publicity Chairs), and David Churchill (StarCraft competition). We also owe a deep debt of gratitude to the AAAI staff for their help in organizing this event, especially Meredith Ellison (AAAI Executive Director) and Chesley Grove (AAAI Conference Manager).

Markus Eger
General Chair

Rogelio E. Cardona-Rivera
Program Chair