

Tilburg University

Call for papers

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CALL FOR PAPERS: ADVANCES IN COMPUTER GAMES 10 CONFERENCE

Graz, Austria
24-27 November, 2003

H.J. van den Herik and H.Iida

Maastricht, The Netherlands / Shizuoka, Japan

The tenth conference on Advances in Computer Games (ACG10) will be held in Graz, Austria, in the Casineum of the Casino in the centre of Graz. The conference commences on Monday November 24 at 8.30 h and will take place on four consecutive days, each day from 8.30 h till 11.30 h. The conference aims in the first place at providing an international forum for computer-games researchers presenting new results on ongoing work. The recent successes of the three International Conferences on Computers and Games have encouraged the organizers to widen their scope and therefore we also invite contributors on all aspects of research related to computers and games. Relevant topics include, but are not limited to: (1) the current state of game-playing programs, (2) new theoretical developments in game-related research, (3) general scientific contributions produced by the study of games. Also researchers on topics such as (4) social aspects of computer games, (5) cognitive research of how humans play games, and (6) issues related to networked games are invited to submit their contribution.

Important Dates

Paper Submission May 2, 2003
Acceptance Notification June 16, 2003
Camera-ready Papers August 1, 2003

Paper Submission Requirements

The proceedings of ACG10 will be published by Kluwer. Use the Kluwer style files found at: <http://www.wkap.com/ifip/>. The maximum length of papers in this format is 20 pages (10 pages are preferred). The preferred format for submission is PDF, but Postscript is also acceptable. The final version for the proceedings is to be submitted in LaTeX2e source form. Microsoft Word documents will be accepted but are not encouraged. All papers will be refereed. Accepted papers will be presented on the conference and printed in the proceedings. To submit a paper, please send an email to acg-paper@icga.org with the paper attached as a PDF or a Postscript file. Other requirements are:

- The paper must be in English language, not exceeding 20 pages. (Receipt will be acknowledged.)
- Notice of acceptance of papers will be sent by June 16, 2003 to the principal author.

Refereeing Process

All submissions will be refereed, and those accepted will be scheduled for presentation. Authors of accepted papers, or their representatives, are expected to present their papers at the conference.

Registration Fee	Early	Late
	(On or before September 1)	Late (After September 1)
Participants	Euro 150	Euro 180
Students	Euro 100	Euro 120

Admission to the conference and a copy of conference proceedings are included in the conference registration fee.

Proceedings

The proceedings will be edited by H.J. van den Herik and H. Iida. They are expected to be published by Kluwer, in November 2003. During the conference participants can order (additional) copies.

The Programme Committee consists of: Jaap van den Herik (co-chair), Hiroyuki Iida (co-chair), Ken Chen, Chrilly Donninger, Aviezri Fraenkel, Kurt Jungwirth, Hans Kuijf, Ryohei Nakatsu, and Jonathan Schaeffer.

The Organising Committee consists of: Prof.dr. K. Jungwirth (chair), Johanna Hellemons, and Martine Tiessen.

More information: Prof.dr. H.J. van den Herik, Universiteit Maastricht, Dept. of Computer Science, P.O. Box 616, 6200 MD Maastricht, The Netherlands. Email: herik@cs.unimaas.nl or Dr. H. Iida, University of Shizuoka, Dept. of Computer Science, Hamamatsu 432-8011, Japan. Email: iida@cs.inf.shizuoka.ac.jp.