

Organizers

Organizers

Antonios Liapis (Center for Computer Games Research, IT University of Copenhagen)
Michael Cook (Computational Creativity Group, Imperial College)
Cameron Browne (Computational Creativity Group, Goldsmiths College)

Program Committee

Daniel Ashlock (University of Guelph)
Paolo Burelli (Aalborg University Copenhagen)
Kristin Carlson (Simon Fraser University)
Simon Colton (Imperial College, London)
Erin Hastings (University of Central Florida)
Hiroyuki Iida (JAIST)
Azlan Iqbal (Universiti Tenaga Nasional)
Chong-U Lim (Massachusetts Institute of Technology)
Tobias Mahlmann (IT University of Copenhagen)
Philippe Pasquier (Simon Fraser University)
Mark Riedl (Georgia Institute of Technology)
Noor Shaker (IT University of Copenhagen)
Ruben Smelik (TNO)
Reid Swanson (UC Santa Cruz)
Julian Togelius (IT University of Copenhagen)
Georgios Yannakakis (University of Malta)
Alexander Zook (Georgia Institute of Technology)



*This AIIDE-13 workshop was
held October 14, 2013
in Boston, Massachusetts USA*