

Preface

The 20th AAAI conference on Artificial Intelligence and Interactive Digital Entertainment was held at the University of Kentucky, in Lexington, Kentucky, USA.

To commemorate the 20th AIIDE conference, this year's theme of "20/20 vision" encourages us to look both back at the previous 20 years of AIIDE, as well as ahead to what the future of AI may bring.

In addition to the technical papers track, we explored having a separate artifacts track. The artifacts track was intended as an avenue for various types of research products that might not otherwise receive the same type of recognition at a conference. This includes software tools, datasets, and research games. In addition to the artifact itself, these submissions included a short paper describing the artifact.

This year, 49 technical papers, 4 artifacts, and 1 doctoral consortium abstract were submitted and reviewed by the program committee. Of the technical papers, 13 were accepted for full presentation (26.5% acceptance rate) and an additional 12 for poster presentation (51.0% acceptance rate for full and poster). The 4 artifacts and 1 doctoral consortium abstract were also accepted.

Additionally, two theme talks were selected for a session supporting the theme, and one case study was selected for presentation at the conference. We also continue the StarCraft competition.

Two workshops returned to precede the conference: the half-day 14th Workshop on Intelligent Narrative Technologies (INT) and the one-day 11th Workshop on Experimental AI in Games (EXAG).

We would like to thank and express our gratitude to the generous sponsors: gold sponsors University of Utah and Zynga, and bronze sponsor Activision.

We would also like to thank the members of the organizing committee for their hard work: thanks to Stephen G. Ware, Lara J. Martin, Richard Zhao, Max Kreminski, Alex Zook, Jasmine Roberts, Jialin Liu, Rachelyn Farrell, Qiao Zhang and Pablo Sauma-Chacón. We also thank the members of the program committee for their time and assistance in reviewing papers. We are deeply grateful to the AAAI staff for their help in organizing this event, especially Meredith Ellison (AAAI Executive Director), Chesley Grove (AAAI Director of Operations), and Ida Camacho (AAAI Publications Manager).

Rogelio E. Cardona-Rivera
General Chair

Seth Cooper
Program Chair