

## Preface

The 21st AAAI conference on Artificial Intelligence and Interactive Digital Entertainment was held at the University of Alberta, in Edmonton, Alberta, Canada.

For the 21st AIIDE conference, we chose the theme of “Strong Foundations” to reflect back on the past twenty AIIDE conferences as we build upon this work for the future.

This year, 87 technical papers, 11 case studies, and 13 doctoral consortium abstracts were submitted and reviewed by the program committee. Of the technical papers, 17 were accepted for full presentation (24.3% acceptance rate) and an additional 21 for poster presentation (54.3% acceptance rate for full and poster). We also accepted 7 case studies (63.6% acceptance rate) and 12 doctoral consortium abstracts (92.3% acceptance rate).

Of the technical paper acceptances, 9 were artifact evaluated, indicating a peer-reviewed research artifact was submitted associated with the technical paper. There were 10 artifacts submitted, giving a 90% acceptance rate. These artifact evaluated papers were as follows:

- “An Answer Set Encoding for Narrative Planning with Theory of Mind” by Molly Siler and Stephen Ware
- “Structure, Agency, and Improvisation in Human-Led Digital Interactive Narrative Exercises” by Mira Fisher, Molly Siler and Stephen Ware
- “Speeding up Narrative Planning with Causal Width Search and Pruning” by Gage Birchmeier and Stephen Ware
- “Text-to-Level Diffusion Models With Various Text Encoders for Super Mario Bros” by Jacob Schrum, Olivia Kilday, Emilio Salas, Bess Hagan and Reid Williams
- “LLM Game Rule Understanding through Out-of-Distribution Fine-Tuning” by Bahar Bateni, Benjamin Pratt and Jim Whitehead
- “Designer Difficulties: Visualizing the Possibility Spaces of Dynamic Difficulty Adjustment Systems” by Samuel Shields, Oliver Withington and Edward Melcer
- “Adversarial Strong Story Experience Management” by Valentina Genoese-Zerbi and Justus Robertson
- “Policies of Multiple Skill Levels for Better Strength Estimation in Games” by Kyota Kuboki, Tatsuyoshi Ogawa, Chu-Hsuan Hsueh, Shi-Jim Yen and Kokolo Ikeda
- “GameTileNet: A Semantic Dataset for Low-Resolution Game Art in Procedural Content Generation” by Yi-Chun Chen and Arnav Jhala

We had one two-day workshop, a joint workshop on Experimental AI in Games and Intelligent Narrative Technologies. We also continued the Starcraft Competition.

We would like to thank and express our gratitude to the generous sponsors: our gold sponsors Edmonton Screen, Scaffold, the AI Group at Take-Two Interactive, and Alberta Innovates; our silver sponsor Artificial Agency; our bronze sponsor the Alberta Machine Intelligence Institute (Amii); and the additional support of the Artificial Intelligence Journal (AIJ) and Interactive Arts Alberta (IAA).

We would also like to thank the members of the organizing committee for their hard work: thanks to Eric Kaltman, Emily Halina, Lara J. Martin, Richard Zhao, Max Kreminski, M Charity, Brent Harrison, David Churchill, Adam Riddle, Jurie Horneman, Justin Stevens, Bahar Bateni, and Dagmar Lofts. 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), Kelly Gallagher (AAAI Operations Coordinator), and Ida Camacho (AAAI Publications Manager).

*Seth Cooper  
General Chair*

*Matthew Guzdial  
Program Chair*