

**Int. Conference on Automated Planning and Scheduling ICAPS 2006**

## **Workshop on AI Planning for Computer Games and Synthetic Characters**

[www.macs.hw.ac.uk/~ruth/aip-gsc.html](http://www.macs.hw.ac.uk/~ruth/aip-gsc.html)

To be held at ICAPS06 (<http://icaps06.icaps-conference.org/>), the English Lake District, June 6/7 2006

### **Submission deadline: Feb 17<sup>th</sup> 2006**

The application of AI technologies in general to computer games and graphical characters is an expanding field, as witness the first in a series of international conferences on AI and Interactive Digital Media in June 2005, the International Conference on Computer Games and AI, now in its 6<sup>th</sup> year, the growth of the conference Intelligent Virtual Agents (IVA), and the development of sometimes affectively-driven autonomous synthetic characters in projects in Europe, the US and Asia.

However though AI Planning has much to contribute to both these fields, particularly in producing more convincing Non-Player Characters and autonomous intelligent characters, few AI planning researchers have been involved in this work, and the technology, where applied at all, has often been used in a somewhat ad hoc way. In addition, games company use of AI planning has so far been limited - A\*-based motion planning the main exception - with practitioners feeling that the technology is too computationally expensive or risky for integration into computer games.

This workshop aims to bring together researchers already applying AI planning technology to these domains so as to look at what has been done and what could be done; researchers who would like to apply their work to these areas; and anyone interested in what the main research challenges to AI planning are and what contributions it can make with respect to both domains.

Topics of interest include:

- interactive planning
- real-time and any-time planning
- continuous planning
- plan recognition
- planning for language and action
- planning and believability
- linking planning and animation
- planning stories and scenarios
- planning and interactive narrative
- integrating planning and affective systems

## ***Organising committee:***

Chairs:

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## ***Committee members***

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