

CIG 2007 is the third conference in the series, following on from successful events held at the University of Essex, Colchester, UK in 2005, and the University of Nevada at Reno in 2006.

Games provide competitive dynamic environments which are ideal domains for the study and application of computational intelligence. The CIG symposium series aims to promote the research and development of this fertile area of study, providing a forum to further the understanding of appropriate computational intelligence methods for a wide variety of problems, and the enrichment of games by more intelligent agents, more entertaining game-play, reduced development costs, and even new genres of game.

There were 74 papers submitted in total, and acceptance rates were approximately 52% for oral papers, and 70% for oral and poster combined. To a first approximation, decisions were based on the weighted average overall score for each paper, with the program chairs then making decisions at the borderlines based on the details of each review.

In addition to the submitted papers, CIG has always boasted excellent keynote speakers, and this year was no exception with Michael Greenspan of Deep Green (the robotic pool player) fame, Michael Buro, inventor of the world Othello champion program, and Marco Ernandes, one of the developers of WebCrow, the first piece of software to offer human-competitive performance at solving crossword puzzles.

CIG 2007 also provided four inclusive tutorials in a range of leading edge techniques: Bruno Bouzy on Monte Carlo Go, Sevan Ficici on Social Decision Making, Ken Stanley on Neuro-Evolution for Video Game Agents, and Ian Parmee on Evolutionary Design and Games.

For the first time, CIG has a set of competitions associated with it. These offer an opportunity for researchers to match their trained or evolved agents against those of other leading researchers. This process is sound science, and also great fun! We are grateful to the organisers of these competitions, including Gary and Matt Parker (X-Pilot AI), and Julian Togelius (Point-toPoint Car Racing). In addition to these, one of the program chairs (Simon Lucas) ran the competitions on Othello and Pac-Man. We take this opportunity to encourage the reader to enter future competitions, thereby making our field even more dynamic and exciting.

CIG 2007 could not have taken place without the help of a great many people. We would like to thank the IEEE Computational Intelligence Society for supporting this symposium. The web-based paper submission and review system was developed by Tomasz Cholewo, and its powerful features greatly eased the review management process. Luigi Barone, our proceedings chair worked painstakingly to try to ensure that all papers followed common formatting guidelines.

The program committee did an extremely thorough job of reviewing all the submitted papers, selflessly donating their time and effort to provide fair reviews with extensive

feedback to the authors. We have been fortunate to have internationally recognised figures in computational intelligence and games represented at this symposium both as authors and as members of the program committee.

Last but not least, we would like to acknowledge the contribution of David Fogel, who has worked incredibly hard and effectively in conceiving of and managing this first Symposium Series on Computational Intelligence.

Simon Lucas
Alan Blair
Sung-Bae Cho
CIG2007 Program Co-Chairs

PROGRAM COMMITTEE

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