WorkShop Information

Workshop Title: Biological Inspired Techniques for Game Technology

Duration of the Workshop: 1 day (based on the number of submisions).

Technical Description of the Workshop Topic area

The Game Technology for electronic games and their underlying technologies are becoming increasingly pervasive, with influence that is extending far beyond the industry's historical boundaries. The Soft Computing techniques behind the behavior of NPC (Non-Playable Character) and its Immersive Environment have proliferated from simple AI to Bio-inspired techniques. This would lead to "more realistic" behavior of NPC and its environment which make us of concepts, principles and mechanism underlying the biological systems. This type of computing includes among others, fields as evolutionary algorithms for Multi-Objective decisions, Neural Networks based Intelligent Agent, and Particle Swarm-based algorithm for more realistic behavior models. The special workshop is soliciting papers on *all aspects of Biological inspired Techniques applied to the Game Technology*. Because of the interdisciplinary character of the conference a special effort will be made to solicit survey, review, and tutorial papers which would make research trends in a given subarea more accessible to the broad audience of the conference.

The scope of this special workshop covers the following biological-inspired techniques and their applications in Game Technology:

• Evolutionary Computing

• Particle Swarm intelligence

• Neural Networks

• Hybrid Methods

• Intelligent Agents and Agent Theory

• Other topics

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