

Call for Papers

Advances in Computer and Games Conference (ACG2019)

The sixteenth conference on Advances in Computer and Games (ACG2019) will be held in Macao, in conjunction with the 22nd Computer Olympiad, the World Computer Chess Championship (WCCC) and the International Joint Conference on Artificial Intelligence (IJCAI, one of the premier academic AI research conferences). ACG 2019 will be held during August 11–13. The ACG conference is an internationally renowned conference that publishes the studies of artificial intelligence in computer games.

Topics of interest include, but are not limited to:

- The current state of game-playing programs for classic and modern board and card games
- The current state of virtual, casual and video games
- New theoretical developments in game-related research
- Social aspects of computer games
- General scientific contribution produced by the study of games
- Cognitive research of how humans play games
- Capture and analysis of game data
- Issues related to networked games

SUBMISSION GUIDELINES

Papers are written in English. Papers of 8 to 10 pages are preferred. The maximum length is 12 pages (including references). The styles (font size, margins, etc.) should follow the guideline given at LNCS, which also features a latex and a word template. Papers can be submitted through EasyChair: <https://easychair.org/conferences/?conf=acg2019>.

IMPORTANT DATES

Submission Deadline: **16 May 2019**

Acceptance Notification: 16 June 2019

ACG 2019: **11–13 August 2019**

GENERAL CHAIRS

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