MANY FRIENDS, MANY DIFFERENCES

There are a variety of researchers in the computer games world. Some of them are friends, others are life-long opponents, but all feel comfortable in a community that now exists for over thirty years. The International Computer Chess Association (ICCA) was established in 1977 at the 2nd World Computer-Chess Championship in Toronto, Canada. In July 2002, the ICCA changed its name into ICGA (International Computer Games Association), broadening its scope towards many other games besides chess. In these settings (ICCA/ICGA) many friendships arose in combination with the exchange of scientific ideas and mutual visits at the universities and institutes involved.

Over the years we may distinguish four generations, viz. (1) the founding fathers of computer chess (with Claude Shannon to be mentioned in the first place), (2) the founding fathers of the ICCA (where Ben Mittman was the first President), (3) the established active researchers (among them Jonathan Schaeffer), and (4) the young generation (among them Vasik Rajlich). From the founding fathers Claude Shannon and John McCarthy have been actively involved with our community. Their role was mainly as guests of honour, but they fulfilled that role with great pleasure. They are respected scientists in many domains besides computer games.

The three other generations currently form our community. In this editorial I would like to focus the spotlight on four persons who served the ICCA/ICGA as Board members. This implies that my ties as Editor-in-Chief of this Journal are quite close with all four of them: they are my friends.

This being so, they are all four very different. Two of them, Tony Marsland and Monty Newborn are now officially stepping down as Associate Editors of the ICGA Journal. The other two, Jonathan Schaeffer and David Levy, have performed two extra ordinary tasks that are reported in this issue. The tasks are very different, but the common theme is that they were able to reach the front pages of many, if not all, daily newspapers around the world.

First, we would like to thank Tony and Monty for their longstanding effort to keep the ICCA and the ICCA/ICGA Journal alive. They succeeded very well in this task and without their leadership our community would never have reached our current position. They gave us self respect and convinced the world that
Artificial Intelligence in the form of computer chess and computer games would be the start of a change in technology and therefore the start of a change towards a different world. Tony and Monty belong to the second generation which is now starting to reduce their activities in our circles. On the pages 244-246 we provide an overview of their activities within our community.

Second, we would like to congratulate Jonathan and David with their performances. Both are friends of mine and of each other. Yet, they are very different and so are their performances. Jonathan and his team succeeded to solve the game of Checkers. A report of his experiences is published in this issue. The game is a draw, assuming perfect play by both sides. He continues his research in the field of Poker. Their attempts to build a world-championship-caliber poker bot reached the front pages too.

David Levy took a completely different angle to reach the same result. He shifted his research from chess to the Turing test in general (i.e., he has competed in the Loebner prize competitions, winning in 1997). Then he developed new ideas on what computers can do and what humans are expecting that computers cannot do. The answer is in the area of attachment, physical attachment, love, and sex. His performance is described by Dap Hartmann in a review published in this issue. Whatever your original opinions are when hearing about the topic for the first time, I can assure you that the thesis is very interesting, the ideas are thought provoking and the descriptions deserve to be cited worldwide. I heard that it is a Ph.D. thesis most frequently cited in three months after its defence assuming that newspaper citations also count.

Whatever the case, Jonathan and David, the ICGA is happy to have you in our community. We hope to see you at our next events in Beijing, China where we have the 16th World Computer Chess Championship, the 13th Computer Olympiad, and the Computer Games 2008 Conference. I look forward to new breakthroughs and expect them in the domain of UCT and Monte-Carlo Tree Search (MCTS).

Jaap van den Herik

As a sequel to our statement in the previous issue of the Journal on the postponement of the ICGA activities in Beijing in 2008, we have the pleasure to inform our members that the local Chinese Organizers have received the permission from the Chinese government for the dates from September 28 to October 5, 2008. More information follows in the next issue of the Journal and on our website www.icga.org.

ICGA Journal readers who are interested in information on our publications are referred to our website. A complete list of all articles, notes, and literature reviews published in the ICCA Journal and the ICGA Journal is accessible on the Internet at http://www.icga.org

The credits of the photographs in this issue are to: Al Levy, Theo van der Storm, and Monroe Newborn.