

Preface

This AAAI Press technical report contains the papers presented at the Workshop on Optimizing Player Satisfaction held at the Third Artificial Intelligence for Interactive Digital Entertainment Conference (AIIDE-07) in Stanford, US on 6–8 June 2007.

This is the second workshop in a series started in conjunction with the SAB conference in 2006. As in the first workshop, our objective for holding this event was to encourage the study, development and evaluation of methodologies for augmenting gameplay experiences for the player. We wanted to encourage a dialogue among researchers in AI, human-computer interaction, affective computing and psychology disciplines who investigate dissimilar methodologies for improving gameplay experiences. We expected that this workshop would yield an understanding of state-of-the-art approaches for optimizing player satisfaction in interactive entertainment systems.

Our invited speaker was Chris Bateman, Managing Director of International Hobo and coauthor of *21st Century Game Design* textbook. Mr. Bateman explored the variety of playing styles and player needs and presented audience models as an approach for guiding game design.

The Workshop Organizing Committee did a great job in providing suggestions and informative reviews for the submissions; thank you! This workshop was in part supported by the Danish National Research Council (project no: 274-05-0511). Finally, thanks to all the participants; we hope you found this to be useful!

– *Georgios N. Yannakakis and John Hallam*