Preface

Welcome to the Ninth AAAI Conference on Artificial Intelligence and Interactive Digital Entertainment (AIIDE-13)! Playing computer games is an important part of many people's digital existence. Beyond entertainment, gaming creates social bonds between people by providing a shared reality for people separated in time and space. Serious games serve to educate and ameliorate the cognitive and physical health of the players. Gamification can incentivize crowds of players to solve difficult problems, and researchers now leverage virtual worlds to serve as a research laboratory for understanding human behavior.

The computer game industry has become a multibillion-dollar commercial enterprise, comparable in size and scope to the film industry. Game system requirements are an important driver of hardware and software innovation in the computer industry, and games have expanded to fill market niches opened by new platforms such as mobile phones, consoles, tablets, and social media. Artificial intelligence is a major component contributing to this success, creating the conditions for more complex virtual environments, realistic non-player characters, and engaging experiences.

Artificial intelligence in the context of human entertainment also reveals difficult challenges for researchers and developers that are not found in other application domains. These challenges include: creating believable opponents and companions; interactive storytelling; procedural content generation; player modeling and game analytics; path planning; and developing tools and representations that empower designers to bring their visions to life. The scope of the AIIDE conference ranges from the application of artificial intelligence to computer games all the way to tackling fundamental questions of how intelligent systems can facilitate the entertainment of humans.

The core mission of AIIDE is to provide a venue for industry developers and academic researchers to exchange ideas, challenges, and solutions. One of the highlights of AIIDE is a series of keynote talks by prominent industry professionals and academic researchers. New to 2013, AIIDE will feature a panel discussing innovations in the use of AI that directly affects the user's experience and how to create "playable experiences."

These talks and panels frame a peer-reviewed group of fifteen research papers and one practitioner presentation (27 percent acceptance rate). In addition, AIIDE includes a poster and demonstration session of fourteen peer-reviewed papers, three demonstration abstracts, and six playable experiences. Graduate students had the option of submitting extended abstracts to the 2nd AIIDE doctoral consortium.

We would like to thank the members of our Program Committee for their dedicated reviewing service and the Advisory Committee for their continued involvement in guiding the conference. Northeastern University served as the gracious host for 2013 conference, enabling us to bring AIIDE to the East Coast for the first time. The conference would not have been possible without the dedicated AAAI Staff, particularly Carol McKenna Hamilton and Keri Harvey, who helped organize the conference and are always a pleasure to work with.

– Gita Sukthankar, *Conference Chair*
  (University of Central Florida)

– Ian Horswill, *Program Chair*
  (Northwestern University)

Organizing Committee
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Adam Smith, Gillian Smith, Julian Togelius