

# AIIDE-14 Organization

## **Conference Chair**

Ian Horswill (Northwestern University)

## **Program Chair**

Arnav Jhala (University of California Santa Cruz)

## **Local Arrangements Chair**

R. Michael Young (North Carolina State University)

## **Sponsorship Chair**

Kevin Dill (Lockheed Martin Mission Systems and Training)

## **Workshops Chair**

Mei Si (Rensselaer Polytechnic Institute)

## **Doctoral Symposium Cochairs**

Noor Shaker (ITU Copenhagen)

## **Playable Experiences Cochairs**

Nathan Sturtevant (University of Denver)  
Jeff Orkin (MIT / Giant Otter Technologies)

## **Starcraft Competition Cochairs**

Michael Buro (University of Alberta, Canada)  
David Churchill (University of Alberta, Canada)

## Program Committee

Sander Bakkes (University of Amsterdam)  
Camille Barot (North Carolina State University)  
Adi Botea (IBM Research)  
Vadim Bulitko (University of Alberta)  
Paolo Burelli (Aalborg University Copenhagen)  
Michael Buro (University of Alberta)  
Joana Campos (INESC-ID and Instituto Superior Técnico, Universidade de Lisboa)  
Phil Carlisle (University of Bolton)  
Marc Cavazza (University of Teesside)  
Alex Champandard (AiGameDev.com)  
Yun-Gyung Cheong (IT University of Copenhagen)  
Kate Compton  
Michael Cook (Goldsmiths, University of London)  
Steve Dahlskog (Malmö University)  
Michael Dawe  
Neesha Desai (University of Alberta)  
David Elson (Columbia University)  
Alan Fern (Oregon State University)  
Euan Forrester  
Pablo Gervás (Universidad Complutense de Madrid)  
Kevin Gold (Google)  
Paulo F. Gomes (University of California, Santa Cruz)  
Peter Gorniak (Simon Fraser University)  
Eun Ha (North Carolina State University)  
Elyse Hill (University of Alberta)  
Rania Hodhod  
Damian Isla (Moonshot Games)  
Chris Journey  
Daniel Kline  
Sven Koenig (University of Southern California)  
Pier Luca Lanzi (Politecnico di Milano)  
Michael Leece (University of California, Santa Cruz)  
James Lester (North Carolina State University)  
John Levine (University of Strathclyde)  
Boyang Li (Georgia Institute of Technology)  
Antonios Liapis (IT University of Copenhagen)  
Christophe Lino (INRIA)  
Sushil Louis (University of Nevada, Reno)  
Brian Magerko (Georgia Institute of Technology)  
Héctor P. Martínez (Institute of Digital Games)  
Carlos Martinho (INESC-ID and Instituto Superior Técnico, Technical University of Lisbon)  
Joshua Mccoy (University of California Santa Cruz)  
Hector Munoz-Avila (Lehigh University)  
Alex Nash (Northrop Grumman)  
Mark J. Nelson (ITU Copenhagen)  
Santiago Ontañón (Drexel University)  
Mike Preuss (TU Dortmund University)

Sebastian Risi (IT University of Copenhagen)  
David L. Roberts (North Carolina State University)  
Jonathan Rowe (North Carolina State University)  
Trevor Sarratt (University of California, Santa Cruz)  
Adam M. Smith (University of Washington)  
Ben Sunshine-Hill (Havok)  
Reid Swanson (University of California, Santa Cruz)  
Gabriel Synnaeve (ENS Ulm / EHESS (Paris))  
Duane Szafron (University of Alberta)  
Julian Togelius (IT University of Copenhagen)  
Mike Treanor (American University)  
Zak Turchansky (University of Alberta)  
William van der Sterren (CGF-AI)  
Stephen G. Ware (University of New Orleans)  
Ben Weber (University of California, Santa Cruz)  
Georgios Yannakakis (University of Malta)  
William Yeoh (New Mexico State University)  
Richard Zhao (University of Alberta)  
Jichen Zhu (Drexel University)  
Robert Zubek (SomaSim LLC)