

Joint Proceedings of the AIIDE 2021 Workshops

These proceedings contain papers from the three workshops from AIIDE 2021: The Experimental AI in Games Workshop, The Workshop on Programming Languages in Entertainment, and The Strategy Games Workshop. More information on each workshop has been provided below.

The Experimental AI in Games Workshop

This year, the workshop received 19 submissions, and accepted 13 of those submissions.

Program Committee

- Aaron Reed - Independent
- Adam M. Smith - UCSC
- Ahmed Khalifa - NYU
- Alex Zook - Blizzard
- Allison Parrish - NYU
- Amy Hoover - NJIT
- Anne Sullivan - Georgia Tech
- Antonios Liapis - University of Malta
- Anurag Sarkar - Northeastern
- Ben Samuel - UNO
- Brian Magerko - Georgia Tech
- Chris Martens - NCSU
- David Thue - Carleton University
- Duri Long - Georgia Tech
- Gillian Smith - WPI
- Ian Horswill - Northwestern
- Isaac Karth - UCSC
- James Ryan - Carleton College
- Jim Whitehead - UCSC
- Julian Togelius - NYU
- Julie Porteous - RMIT
- Justus Robertson - NCSU
- Kate Compton - Northwestern
- Kristin Siu - Georgia Tech
- Lisa Soros - NYU
- Mads Johansen - IT University of Copenhagen
- Mark J. Nelson - American University
- Mark Riedl - Georgia Tech
- Matthew Guzdial - University of Alberta
- Max Kreminski - UCSC
- M Charity - NYU
- Michael Green - NYU
- Michael Mateas - UCSC
- Miguel González - IT University of Copenhagen
- Mike Cook - QMUL
- Mirjam P. Eladhari - Södertörn University
- Peter A. Mawhorter - Wellesley
- Philip Bontrager - NYU
- Quinn Kybartas - McGill University
- Rafael Bidarra - TU Delft
- Raluca Daniela Gaina - Queen Mary
- Rogelio E. Cardona-Rivera - University of Utah
- Sam Earle - NYU
- Sasha Azad - NCSU
- Stella Mazeika - Proxi
- Stephen Ware - University of Kentucky
- Vadim Bulitko - University of Alberta

The Workshop on Programming Languages in Entertainment

This year, the workshop received 14 submissions, and accepted 12 of those submissions.

Program Committee

- Sarah Groff Hennigh-Palermo - New York University
- Rogelio Cardona-Rivera - University of Utah
- Robert Zubek - SomaSim
- Mike Sperber - DeinProgramm
- Michael Cook - Queen Mary University of London
- Max Kreminski - University of California Santa Cruz
- Mark Santolucito - Barnard College
- John Aycock - University of Calgary
- Jim Whitehead - University of California Santa Cruz
- Jacques Carette - McMaster University
- Halley Young - University of Pennsylvania
- Gillian Smith - Worcester Polytechnic Institute
- Diego Perez-Liebana - Queen Mary University of London
- Charlie Roberts - Worcester Polytechnic Institute
- April Gonçalves - Roskilde University
- Alan Jeffrey - Roblox
- Adam Smith - University of California Santa Cruz

The Strategy Games Workshop

This year, the workshop received 2 submissions, and accepted 2 of those submissions.

Program Committee

- Michael Buro - Univ. of Alberta
- Santiago Ontañón - Google
- David Churchill - Memorial Univ.
- Nathan Sturtevant - Univ. of Alberta
- Levi Lelis - Univ. of Alberta
- Florian Richoux - AIST
- Mike Preuss - Univ. Münster
- Nicolas Barriga - Univ. de Talca
- Kevin Dill - Lockheed Martin
- Julian Mariño - Univ. de São Paulo
- Zeming Lin - Facebook
- Julian Togelius - NYU

- Yaser Norouzzadeh - Tilburg University
- Pieter Spronck - Tilburg University
- Hector Munoz-Avila - Lehigh University
- Simon Lucas - Queen Mary Univ.