CALL FOR PAPERS: COMPUTER AND GAMES 2006 CONFERENCE

Torino, Italy
29-31 May 2006

H.J. van den Herik and P. Ciancarini

Maastricht, The Netherlands / Bologna, Italy

The 5th Conference on Computer and Games (CG2006) will be held in Torino, Italy, in conjunction with the 14th World Computer-Chess Championship and the 11th Computer Olympiad. This time these events will be co-hosted with the human FIDE Chess Olympics, to be held in Torino between May 25 and June 4, 2006.

The conference commences on May 29 at 8.30 h and will take place on three consecutive days, each day from 8.30 h till 12.30 h. The conference aims in the first place at providing an international forum for computer-games researchers presenting new results on ongoing work. The recent successes of the Computer and Games conferences have encouraged the organizers to widen their scope and therefore we have reserved a special session for Robotic Pool, Snooker as well as for commercial games. Hence we invite contributors to submit papers on all aspects of research related to computers and games.

Relevant topics include, but are not limited to: (1) the current state of game-playing programs, (2) new theoretical developments in game-related research, (3) general scientific contributions produced by the study of games. Also researchers on topics such as (4) social aspects of computer games, (5) cognitive research of how humans play games, and (6) issues related to networked games are invited to submit their contribution.

Important Dates

Paper Submission	January 15, 2006
Acceptance Notification	March 15, 2006
Camera-ready Papers	May 15, 2006

Paper Submission Requirements
For the proceedings we have submitted a publication proposal to Springer-Verlag. The style files to be used are available at www.springer.de/comp/lncs/authors.html under "Information for LNCS Authors". The maximum length of papers in this format is 12 pages (10 pages are preferred). The preferred format for submission is PDF, but Postscript is also acceptable. The final version for the proceedings is to be submitted in LaTeX source form. The paper must be written in the English language.

Refereeing Process
All papers will be refereed. Accepted papers will be scheduled for presentation on the conference and will be printed in the proceedings. Authors of accepted papers, or their representatives, are expected to present their papers at the conference. To submit a paper, please send your submission before January 15, 2006 to ***to be defined***. Receipt will be acknowledged. Notice of acceptance of papers will be sent by March 16, 2006 to the principal author.

Registration

Registration Fee	Early	Late
	(On or before May 1)	Late (After May 1)
Participants	Euro 150	Euro 180
Students	Euro 100	Euro 120

Admission to the conference and a copy of conference proceedings are included in the conference registration fee.

Proceedings
The proceedings will be edited by Prof. P. Ciancarini and Prof. H.J. van den Herik. They are expected to be published in 2006. During the conference participants can order (additional) copies.

The Programme Committee consists of: Paolo Ciancarini (co-chair), Jaap van den Herik (co-chair), Alberto Martelli, Jonathan Schaeffer, Hiroyuki Iida, and others (to be invited).

The Organising Committee consists of: Prof. Paolo Ciancarini (chair), Johanna Hellemons, Jahn Saito, Guillaume Chaslot, and Jeroen Donkers.

More information: Prof. P. Ciancarini, email: ciancarini@cs.unibo.it or Prof.dr. H.J. van den Herik, Universiteit Maastricht, Dept. of Computer Science, P.O. Box 616, 6200 MD Maastricht, The Netherlands, email: herik@cs.unimaas.nl or Johanna Hellemons, email: hellemon@cs.unimaas.nl.