

**ITS
2023**

Corfu
GREECE
2-5 JUNE



19TH INTERNATIONAL CONFERENCE ON Intelligent Tutoring Systems

“AUGMENTED INTELLIGENCE and ITS”



TRACKS AND TOPICS OF INTEREST

T3: Augmented Intelligence in Games, Serious Games and Virtual Reality

The goal of this track is to show the progress of interactive games using augmented intelligent techniques. Intelligent games can adapt to the characteristics of the player and can be used to enhance learning, skills, memory, cognitive capacities and strategic decisions. They can be used in various applications (education, healthcare, group management, decision support systems, industry control). Multimedia allows to increase the receptivity sensors and reactions.

Game design

Intelligent immersive games

Multi-agent systems

Educational games

Social games

Augmented Simulations

Theory of games

Reinforcement learning in games

Virtual and augmented reality

Simulation training

Emotions recognition

Neurofeedback games

Augmented scenario design

Human interaction with games

Multimedia technologies in games

Fuzzy systems in games

Artificial intelligence in games

Games content generation