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