ITS 2025

ALEXANDROUPOLIS GREECE

2-6 JUNE

21th INTERNATIONAL CONFERENCE ON

Intelligent Tutoring Systems

"GENERATIVE SYSTEMS "

TRACKS AND TOPICS OF INTEREST

T3: Generative Systems in Human Interaction, Games and Virtual Reality

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

- Brain-Computer Interaction
- Game Design
- Intelligent Immersive Games
- Multi-agent Systems
- Educational Games
- Social games
- Generative Simulations
- Theory of Games
- Reinforcement Learning In Games Virtual and Generative Reality Simulation Training
- Emotions Recognition
- Neurofeedback Games
- Generative Scenario Design
- Human Interaction with Games
- Multimedia Technologies In Games Fuzzy Systems In Artificial intelligence In Games Content Generation
- Metaverse Technologies