

**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 games

Artificial intelligence in games

Games content generation