evoapplications∗

**27th European Conference
on the Applications of Evolutionary
and bio-inspired Computation**

part of **evo∗ 2024**
www.evostar.org

Aberystwyth, Wales, UK
3 — 5 April 2024

evoapps∗
special session on
Soft Computing Applied to Games

The Special Session on Soft Computing Applied to Games of **evoapps∗** is aimed to bring together leading researchers and practitioners from academia and industry, to discuss recent advances and explore future directions in the synergy between soft computing and games domains.

Topics of interest include, but are not limited to:

* ∗ Procedural content generation
* ∗ Learning in games
* ∗ Theoretical or empirical analysis of CI techniques for games
* ∗ Player satisfaction and experience in games
* ∗ Game-based benchmarking
* ∗ Games competitions
* ∗ Serious games
* ∗ Augmented and mixed-reality games
* ∗ Games for mobile platforms
* ∗ Virtual Reality in games
* ∗ Board and card games solving
* ∗ Game theory
* ∗ Economic or mathematical games

However, given the scope of the conference where the special session would be included, we especially encourage the submission of bio-inspired approaches.

Extended Submission deadline:
15 November 2023

Organizers
Alberto P. Tonda, INRAE (FR)
Antonio M. Mora, Universidad de Granada (ES)
Pablo García-Sánchez, Universidad de Granada (ES)

More info at:
www.evostar.org/2024/evoapps/scag

EXTENDED DEADLINE

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2024