

evoapplications*

**24th European Conference
on the Applications of Evolutionary
and bio-inspired Computation**

part of evo* 2021
www.evostar.org

7 – 9 April 2021
Seville, Spain

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Special Session on Soft Computing Applied to Games

The Special Session on Soft Computing Applied to Games of **evoapplications*** 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.

Submission Details

Submissions must be original and not published elsewhere. They will be peer reviewed by members of the program committee. The reviewing process will be double-blind, so please omit information about the authors in the submitted paper.

Submit your manuscript in Springer LNCS format and provide up to five keywords in your Abstract

Page limit: 16 pages

Submission deadline: 1 November 2020

Organizers

Alberto P. Tonda
Antonio M. Mora
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More info at:

www.evostar.org/2021/evoapps/scag/

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