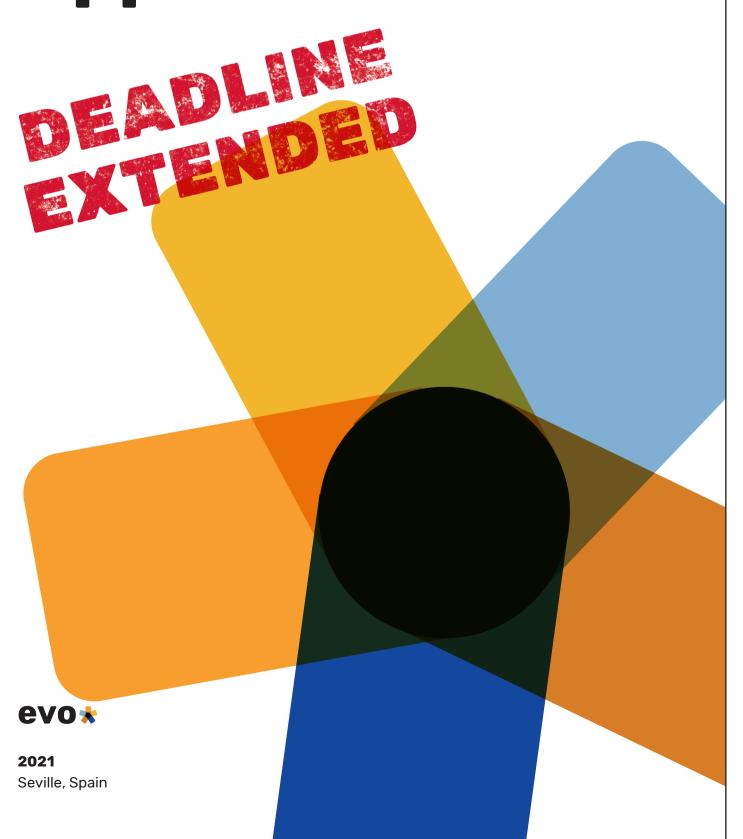
evoapplications*

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

part of evo* 2021 www.evostar.org

7 – 9 April 2021 Online and at Seville, Spain

evoapps* 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

Extended Sumission Deadline

1 November 2020 19 November 2020

Organizers

Alberto P. Tonda Antonio M. Mora Pablo García-Sánchez

More info at:

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