



Call for Papers

The tenth conference on Computer and Games (CG2018) will be held at National Taipei University, New Taipei City, Taiwan, in conjunction with the 21st Computer Olympiad. The conference is an internationally renowned conference that publishes the studies of artificial intelligence in computer games. **CG2018** will be held during **July 9-11**, and **Computer Olympiad** will take place during **July 7-13**.

Topics of interest include, but are not limited to:

- The current state of game-playing programs for classic and modern board and card games
- The current state of virtual, casual and video games
- New theoretical developments in game-related research
- Social aspects of computer games
- General scientific contribution produced by the study of games
- Cognitive research of how humans play games
- Capture and analysis of game data
- Issues related to networked games

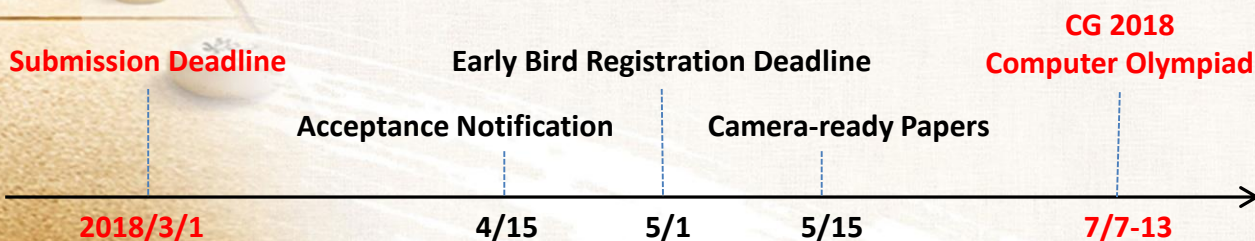
We also call for participation in **Computer Olympiad** that includes the competitions of computer games. Visit <http://icga.ntpu.edu.tw/icga2018/> for more information.

SUBMISSION GUIDELINES

Papers are written in English. Papers of 8 to 10 pages are preferred. The maximum length is 12 pages (including references).



IMPORTANT DATES



HONORABLE CHAIRS

Chen-Jai Lee, David Levy, Shun-Chin Hsu

GENERAL CHAIRS

Jaap van den Herik, I-Chen Wu, Jr-Chang Chen

PROGRAM CHAIRS

Tong-Ying Juan, Shi-Jim Yen

COMPETITION CHAIR

Jen-Chun Chang