



INFORMATICS COLLOQUIUM

Speaker:

**Prof. Dr. Julian Togelius, NYU Game Innovation Lab,
New York University**

Playing Smart: On Games, Intelligence and Artificial Intelligence

Abstract:

Games are designed to challenge our minds and teach us how they are played. That is why they are such good intelligence tests. Consequently, games have been used to test and develop AI methods since the beginning of research. Research once focused on Chess and StarCraft, but now the benchmarks of choice are Super Mario Bros, StarCraft, and Dota. But don't just ask as what games can do for AI, also ask what AI can do for games. Modern AI techniques opens up new avenues in game design and development, where AI methods are used for modeling players and for designing game rules and levels in collaboration with the designer. This talk will give an accessible high-level overview of these developments, featuring some research from the NYU Game Innovation Lab.

Bio:

Julian Togelius is an Associate Professor at the Department of Computer Science and Engineering at the New York University Tandon School of Engineering. Previously, he was an Associate Professor at the Center for Computer Games Research, IT University of Copenhagen. He holds a BA from Lund University, an MSc from the University of Sussex, and a PhD from the University of Essex. Togelius is considered to be one the world's most accomplished experts at the intersection of games and AI with core contributions in procedural content generation, player modelling and general video game AI research areas. He is the Editor in Chief of the IEEE Transactions on Games journal.

Date and time: Wednesday September 19, 2018, 5.00 pm
Location: Pérolles 21, room A230, Bd de Pérolles 90, Fribourg
Contact person: Prof. Philippe Cudré-Mauroux

The colloquium is free and open to the public.