

Intelligent Computer Entertainment Laboratory

Research/Development Areas

Intelligent Techniques for Increasing the Entertainment Value of Computer Games

<http://www.ice.ci.ritsumei.ac.jp/>



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Artificial Intelligence

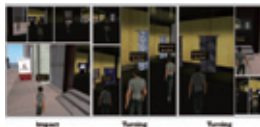
Research topics here include procedural content generation and non-player characters (NPC). We also aim at winning related international game AI competitions. We came in first at the StarCraft competitions held at highly prestigious conferences AAAI



AIIDE 2014 and IEEE CIG 2014. We have recently started research on general video game AI, a game controller that can play any games, including those unseen before.

Data Mining

In order to win the online-game market, it is essential to create contents that suit the users. Current main research projects include recommenders in virtual worlds exploiting data-mining



techniques and next-generation experimental learning games using a combination of AI techniques as well as bio and location information. Our lab has been awarded a number of competitive research grants on these topics.

Evolutionary Computation

Here we study evolutionary computation (EC) that is the optimization technique inspired by the nature evolution mechanism.



We explore EC algorithms to automatically generate game stages depending on players' skill. We also develop EC applications to automatically adapt parameters of NPC.