

Welcome

Dear IEEE CoG attendees,

Welcome to the 2020 IEEE Conference on Games (IEEE CoG), which is taking place for the large community of game researchers. The Conference evolved from Computational Intelligence and Games (CIG) in 2019 and later joined by Virtual Worlds and Games for Serious Applications (VS-GAMES) from CoG 2020 to bring together leading researchers and practitioners from academia and industry in the field of games, to discuss recent advances and explore future directions. Games offer a fantastic domain for computational creativity, game design, technology, education, social sciences and, undoubtedly, artificial and computational intelligence. The annual IEEE Conference on Games (IEEE CoG) seeks to share insights and cutting-edge research related to game technologies and design, covering scientific, technical, and engineering aspects of games.

The technical program of IEEE CoG is divided into 12 tracks and 1 special session, reflecting all aspects of the field and chaired by experts who make the decisions on accepted papers.

This year, we received a total of 295 papers including full, short, vision, competition and demo papers, and accepted 120 of them for oral presentation only. Among the 183 full paper submissions, we accepted 73 papers. Therefore, the acceptance rate for only full paper presentations results in a 40%. In addition, there are oral presentations of 3 vision, 4 competition, 34 short, and 6 demo papers accepted at this conference.

Type	Submissions	Accepted	Acceptance Rate
Full papers	<b>183</b>	<b>73</b>	<b>39.9%</b>
Vision papers	<b>8</b>	<b>3</b>	<b>37.5%</b>
Competition papers	<b>10</b>	<b>4</b>	<b>40.0%</b>
Short papers	<b>80</b>	<b>34</b>	<b>42.5%</b>
Demo papers	<b>14</b>	<b>6</b>	<b>42.9%</b>
Overall	<b>295</b>	<b>120</b>	<b>40.7%</b>

The first author's geographical locations show the diversity of community and growing of Asian area. Besides the technical tracks, IEEE CoG includes 6 industry talks, 6 tutorials, and 11 competitions.

Type	Europe	Asia	North America	Oceania	Africa
Full papers	<b>38</b>	<b>18</b>	<b>15</b>	<b>2</b>	<b>0</b>
Overall	<b>60</b>	<b>31</b>	<b>26</b>	<b>2</b>	<b>1</b>

We are very proud to have a great team of our keynote speakers: Remi Driancourt from Square Enix Japan, Ross Finman from Niantic Inc, Aya Matsuyama from Imacocollabo, Selma Rizvić (joint with Sylvain Grain, Stereopsia) from University of Sarajevo, Ruth Aylett from Heriot-Watt University, Tomoharu Nakashima from Osaka Prefecture University, and Mark Peterson from Kyoto University. We especially welcome industrial partners and have about 45 participants from industry, out of about 230 participants this year.

This year CoG has gone fully virtual since the COVID-19 pandemic situation. We would like to definitely express our gratitude, for their great contributions -- while being under the COVID-19 crisis -- towards the organizing members, track chairs/co-chairs, special session chairs, TPC/sub-reviewers, keynote speakers, tutorial speakers, paper authors/presenters, industry-talk speakers, competition organizers/participants, and sponsors, etc. Without their support and effort, it's impossible to run this conference successfully during this very tough period.

Finally, we would also like to thank all the participants of IEEE CoG 2020 for joining us and helping make IEEE CoG 2020 a great event this year.

August 24, 2020

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