

Japan's Biggest Conference for Computer Entertainment Developers

# CEDEC 2011

Computer Entertainment Developers Conference



## CEDEC CHALLENGE Lightning GO 9x9 Board AI Matches Public application for AI program

Application close: July 29.2011



CEDEC 2011 continuously includes various competitive events collectively referred to as the "CEDEC CHALLENGE." The CEDEC CHALLENGE for programming will again feature the game of Go where matches are held between two AI (artificial intelligence) programs. We are currently soliciting AI programs from the general public. The event is organized to improve development of computer entertainment including video game development technologies and to promote the development of relevant human talents through competition.

### General guidelines

The preliminary and final matches will be held from 9/6 to 9/8/2011 at the CEDEC 2011 in Pacifico Yokohama conference center. The top four programs short-listed in the preliminary rounds will advance to the tournament-style final matches. The winning program will have an exhibition match against Professional Go Player. All source code and documentation for participating programs will be available to the general public on CEDEC's server.

Entry fee for this challenge is **FREE!**

All entrants must, by 8/19 (Friday), submit their program packages to the server which is hosted by CEDEC. Only those programs validated by the CEDEC Steering committee will be allowed into the preliminaries. (If there are too many applicants, the committee will then further select which programs to allow.)

Any idea is welcomed, regardless of nationality, age or occupation. We are waiting for applications from not computer entertainment developers alone, but technology developers in other industries, researchers and students.

### ■ Special benefits for Qualifier

To participate in the preliminaries, please come to the reception desk at the conference hall on the morning of 9/6 (Tuesday, the first day of CEDEC). There, each entrant will be given a full conference pass. In the case of teams, up to three exhibition passes will be given for the other team members.

### ■ Entry method

Please e-mail us at [cedec\\_ai@cesa.or.jp](mailto:cedec_ai@cesa.or.jp) for detailed information and enquiries.

【Visit our website for details on public entry to sessions】

<http://cedec.cesa.or.jp/2011/en/>