

Believable Bots

Call for Book Chapter Proposals

Authors are invited to submit a 1 page proposal for a book chapter to appear in a new Springer book on Believable Bots. Accepted chapters will go through a rigorous review process, with the completed book targeted for publication in the second half of 2011. Your proposal should briefly outline the main thrust of your chapter, including some top-level headings.

Book title: Believable Bots

Subtitle: *Can Computers Play Like People?*

Description:

More and more, we share our modern world with bots. There are chatbots to converse with, roombots to clean your house, spambots to fill your email inbox, and medibots to assist your surgeon. This book is about computer game bots, virtual companions who are always ready to keep you company as you explore some virtual world, or to sharpen up your fighting skills. Of course, it's no fun to play against a bot that is very stupid and easily beaten with simple tricks. And it's no fun if the bot you are playing with is unrealistically fast and accurate, and knows where you are even if it can't see you. In short, bots are more fun to play with if they play the way people do.

Your chapter may be on any aspect of believable bots – enabling techniques, philosophical commentary, or a comparison with related fields, such as human-like robots and believable agents, might be examples.

Editor: Philip Hingston (phi@philiphingston.com)

Important Dates:

11 October 2010: Chapter Proposals to phi@philiphingston.com

15 October 2010: Proposal Acceptance Notification

20 December 2010: Chapters Due

31 January 2011: Chapter Reviews Returned

14 March 2011: Final Revised Chapters Due

Second half of 2011: Publication