esports research

Challenges, Advances & Opportunities

Esports is a rapidly growing subsection of the games industry and associated culture where video games are played competitively, such as: CS:GO, Hearthstone, Starcraft 2, Rainbow Six and Dota 2. During 2018, there were over 2.6 billion hours of esports content consumed by 388 million people globally across a multitude of online platforms.

This 1-day special session aims to kickstart technical esports research at IEEE CoG by bringing together the esports research community to highlight the cutting-edge advancements in esports research and discuss future opportunities and challenges.

The session will include: invited talks by industry pioneers and leading industry stakeholders, accepted talks based on peer-reviewed paper submissions and a panel discussion.

We welcome the submission of full and short papers to the special session on esports research at IEEE CoG 2019.

Topics include (but are not limited to):

- Technical esports research
- Game & player analytics for modelling players
- AI & data mining to find patterns in playstyles
- Analytics & game data visualization
- Learning from demonstrations for player modelling
- Annotation approaches for player behaviour & experience
- Datasets of game playing & player experience
- Prediction, microprediction & classification of events & matches
- Player role detection & classification
- AI & data learning to create highly personalised viewing experiences
- Esports player research
- Technical design analyses & game analysis

Submission deadlines are:
- Full papers - 24th March 2019
- Short papers - 14th May 2019

Further details on paper submissions can be found at: http://ieee-cog.org/cfp/

ARENA labs

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