What is the future of Games?

What is the future of Games?

What is the future of Games?

Dietmar Berwanger, Mikołaj Bojańczyk, Tomas Brazdil, Thomas Colcombet, Hugo Gimbert, Erich Grädel, Christof Loeding, Nello Murano, Moshe Vardi

History of Games

- 2002-2006 "Games and Automata for Synthesis and Validation"
- 2008-2013 "Games for Design and Verification"

The project funded post-docs, short visits, conferences and schools. Also, annual conferences:

2002 Edinburgh • 2003 Vienna • 2004 Bordeaux • 2005 Cambridge •
2006 Paris • 2007 Lausanne • 2008 Warsaw • 2009 Udine • 2010
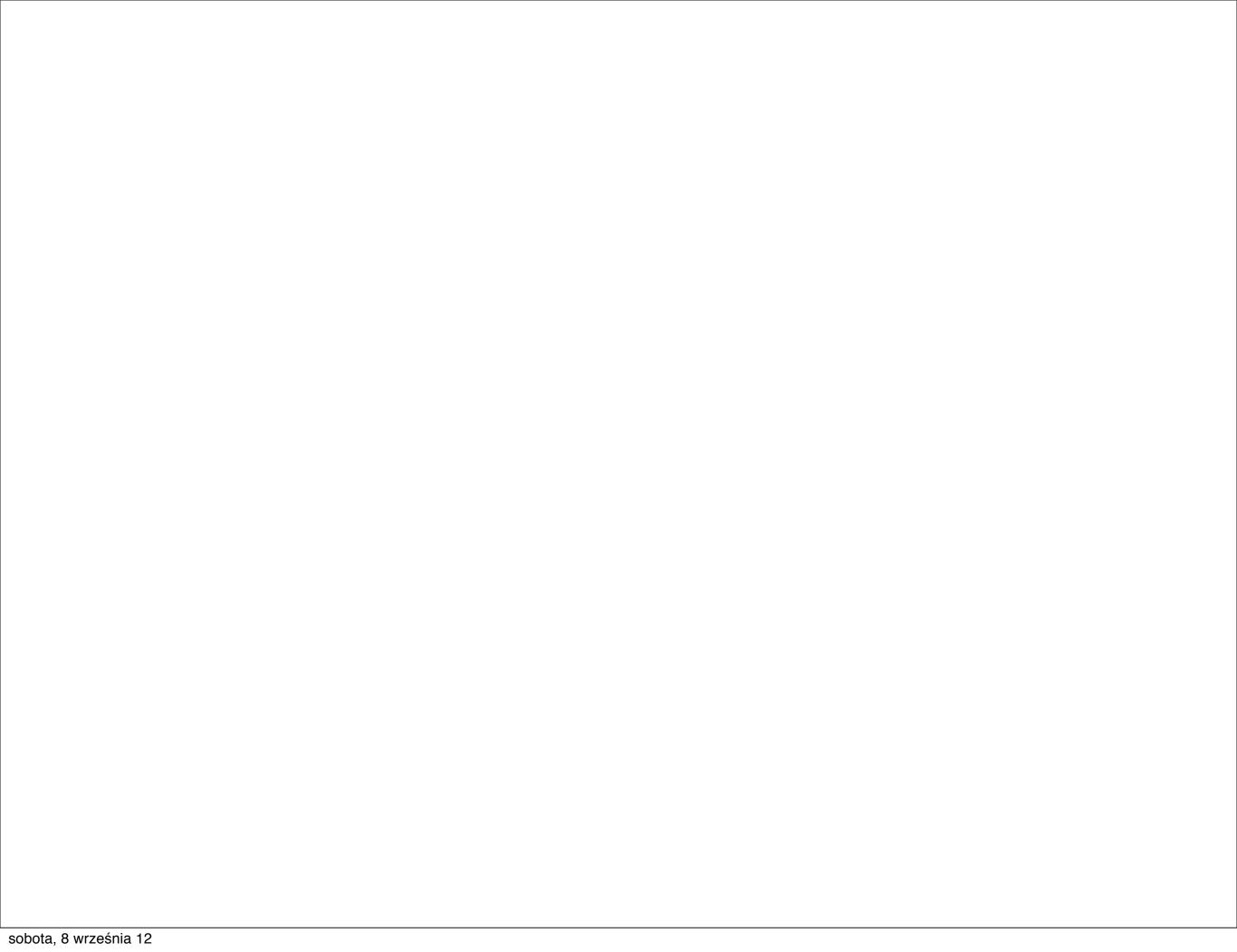Oxford • 2011 Paris • 2012 Napoli

Goal: continue the conferences indefinitely

HIGHLIGHTS

of Logic, Games and Automata

A conference, without proceedings, which surveys the work done in our subfield

Ambitious goal: if you go to Highlights, then you don't need to go to ICALP, LICS, STACS, CSL, FSTTCS, MFCS, FoSSaCS,...

(to see the discussion about journals vs conferences, google "time for computer science to grow up")

Highlights competes with general conferences, not with specialized workshops of 30 people.

- The topics include logic, games, automata, finite model theory.
  - similar to LICS track A or „Logic & Algorithms"
  - includes Games
  - includes Finite Model Theory meetings
  - intersects PODS

- The topics include logic, games, automata, finite model theory.
  - similar to LICS track A or „Logic & Algorithms"
  - includes Games
  - includes Finite Model Theory meetings
  - intersects PODS

- Short (2.5 days), cheap and accessible.
  - most of the design decisions are made to get high attendance
  - be independent from funding fashions

- The topics include logic, games, automata, finite model theory.
  - similar to LICS track A or „Logic & Algorithms"
  - includes Games
  - includes Finite Model Theory meetings
  - intersects PODS

- Short (2.5 days), cheap and accessible.
  - most of the design decisions are made to get high attendance
  - be independent from funding fashions

- No proceedings
  - worked great for Games
  - a result split into n papers is be described in 1 talk
  - an almost/freshly proved result can be announced

- The topics include logic, games, automata, finite model theory.
    - similar to LICS track A or „Logic & Algorithms"
    - includes Games
    - includes Finite Model Theory meetings
    - intersects PODS

- Short (2.5 days), cheap and accessible.
    - most of the design decisions are made to get high attendance
    - be independent from funding fashions

- No proceedings
    - worked great for Games
    - a result split into n papers is be described in 1 talk
    - an almost/freshly proved result can be announced

- A wide but maybe shallow view of the field
    - students can present their work
    - due to limited time, short talks
    - meet everybody

The first instance will be in Paris, September 19-21, 2013. The organisers are Dietmar Berwanger and Thomas Colcombet

A

HIGHLIGHTS
of Logic, Games and Automata