CIG 2011 StarCraft competition

August 31-September 3, Seoul, Korea

Our 2010 Starcraft Competition was a huge success: many AI-based players (bots) fought for the title of the best "AI player" for the most popular realtime strategy (RTS) game ever, StarCraft.

This year, it will be even better: unleash the full potential of your AI and use the race and units of your choice.

The competition will take place at the conference for Computational Intelligence in Games (CIG) 2011 in South Korea. Feel free to contact us if you plan on entering the competition.

Organizers
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Submission Deadline
August 15, 2011

Competition Webpage
http://ls11-www.cs.tu-dortmund.de/rts-competition/starcraft-cig2011

Two Tracks:

Track A: Full game, free race choice
Track B: Terrans only (as in the CIG 2010 StarCraft competition)

Submitted entries will play against each other in a tournament on maps known from major E-sports leagues.

May the best bot win and crush its enemies!