

Ian Watson, from University of Auckland, held a DVF 3rd-9th October 2014. During his time at RGU, he was based in the Computing Research Space in Riverside East in RGU's Garthdee Campus.

His guest lecture on 7th October was a huge success. It was a sell-out, with a waiting list, but extreme weather and traffic chaos reduced the audience to 70+. Emailed apologies next morning demonstrated strong interest so the link to a previous talk* was emailed to all registered, and more widely to RGU staff and alumni.

A research seminar introduced Game AI and then focused on research capturing poker-playing experiences and reusing them to achieve successful performance in international computer poker competitions. An audience of 20+ included staff and students from AI and HCI groups.

Discussions with Susan Crow planned joint research and papers to demonstrate the trade-off between the different CBR knowledge containers. Further discussions with CBR researchers looked at case-based recommendation for e-learning, on-line music, and interactive tourist apps. Relevant literature and data sources were shared; discussions continue by email.

He had discussions with Nirmalie Wiratunga's group on social media mining and recommender systems and exchanged ideas on potential applications in an industrial setting such as videogames, healthcare and customer care.

A meeting with Adam Wyner (University of Aberdeen) planned a joint workshop proposal for ICCBR 2015 combining Adam's interest in argumentation with CBR and widening the impact of case-based legal reasoning.

His visit to Edinburgh Napier University on 3rd October involved discussions with Emma Hart and IIDI's Games research group. A research seminar attracted a good turnout of 30+. Detailed discussions with several PhD Students about neuroevolution will be continued by email.

His visit to Abertay University on 8th October included discussions with Gregor White and a research seminar was given to a multi-disciplinary audience of 20+ Games staff and research/masters students from both computing and design.

This successful DVF achieved a public lecture, 3 research seminars, and discussions with a range of SICSA researchers across CBR, games and agents.

Susan Crow

10 November 2014

* http://www.cs.auckland.ac.nz/gibbons_lectures/LectureSeries2012/lecture_series2012_4.php