

# JAIST & ICGA 共同イベント記念講演会のお知らせ



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# 「The History of Computer Chess, the ICCA/ICGA and the Computer Olympiads

– Towards the JAIST 20th Anniversary Events with ICGA in 2010 –

講演者: International Computer Games Association

会長 David Levy 氏

日時: 平成21年10月5日(月) 13:30~14:30

場所: 知識科学研究科講義棟 K3・4講義室

### 講演要旨:

Most of this talk will present the history of the challenge of programming chess and other thinking games. The later part of this history (from the mid-1970s up to the present day) will also explain the creation and purpose of the ICCA (later to become the ICGA) and of the Computer Olympiads. The JAIST 20th Anniversary Events with ICGA can be seen as a culmination of all these efforts, during which attention will focus on ancient Japanese games and classic games from the western world.

※本講演では、コンピュータチェスやその他のゲームの発展の歴史を話していただきます。ICGA (International Computer Games Association)やコンピュータ・オリンピックの創設や目的にも触れながら、来年に予定しております本学とICGAとの共同イベント(コンピュータチェス世界選手権などを日本で初めて誘致)への理解を深めていただく内容です。

### 講演者略歴:

David Levy was born in 1945. He studied Pure Mathematics, Statistics, and Physics at St. Andrews University, Scotland, from 1963 to 1967, where he graduated with a B.Sc. degree. He taught practical classes in computer programming at the Computer Science Department of Glasgow University from 1967 to 1971, before moving into the world of business and professional chess playing and writing. (He wrote more than thirty books on chess.) Having represented England at chess while he was still at school, he was selected to play for Scotland in six World Student Team Championships (1965-1970) and in six Chess Olympiads (1968-1978). In 1968 he won the Scottish Chess Championship, and in 1975 he shared that same title. He was awarded the International Master title by FIDE, the World Chess Federation, in 1969, and the International Arbiter title in 1976.

David was first elected President of the International Computer Chess Association (ICCA) in 1986, and after a gap from 1992 to 1999 was elected once again, a position he has held since then (the association now being named the International Computer Games Association (ICGA)). Since 1977 David has been involved in the development of many chess playing and other programs for consumer electronic products.

David's interest in Artificial Intelligence expanded beyond computer games into other areas of AI, including human-computer conversation. In 1994 he brought together a team to investigate pragmatic solutions to the problem, resulting in his team winning the Loebner Prize competition in New York in 1997. He won the Loebner Prize again in September 2009.

参加申込・予約は不要です。直接会場にお越しください。お問合せ先: 企画課企画係 (E-mail: kikakuka)