# IPSJ-SIG-GI 2005

## 2005 Workshop on Game Informatics

September 5, 2005
Institute of Information Science, Academia Sinica, Nankang, Taipei, Taiwan

## Preliminary Workshop Program

*Monday, September 5, 2005*

8:25am      **Opening Remarks and Announcements:**
            *H. Iida (Research Center for Computers and Games, JAIST & PRESTO, JST)*

*Session 1*                                        *Chair: T.Ito  (University of Electro-Communications)*

8:30am –      Improvement of Shogi program in the opening and middle game
9:00          *T.Murata, T.Hashimoto and H.Iida (JAIST)*

9:00am –      Application of ProbCut into Quiescence Search in Shogi
9:30          *S.Takeuchi, T.Kaneko, S.Kawai (University of Tokyo)*

9:30am –      Contemporary Computer Shogi in 2005
10:00         *T. Takizawa (Waseda University)*

10:00am–      Model of bridge players who make mistakes
10:30         *T. Otawa and T. Uehara(Tokyo University of Technology)*

*Session 2*                                        *Chair: T. Nakamura (Kyushu Institute of Technology)*

10:45am –     Automatic evaluation on difficulty of logic-puzzle using heuristics
11:15         *T. Ito (University of Electro-Communications)*

11:15pm –     A Logic Puzzle Solver by Selecting Smallest Branching Factor
11:45         *C.Igarashi. Y. Tajima, N Inui, Y. Kotani (Tokyo University of Agri & Tech)*

11:45pm–      Automatic Generation of Congruent Figure Dissection Problems
12:15         *Y.Kotani  (Tokyo University of Agri & Tech)*

*Session 3*                                        *Chair: T. Kaneko (University of Tokyo)*

1:30pm –      Computer Go as a Model of Research Evaluation
2:00          *M.Tajima, T.Matsushita, N.Sanechika (AIST)*

2:00pm –      Searching for Double Threats in Subproblems of the Game of Go
2:30          *K.Yoshizoe and H.Imai  (University of Tokyo)*

2:30pm –      Theoretic Value Prediction in Game Playing
3:00          *H.Kita and H.Iida (JAIST)*

3:00pm      *End*