

# GameTable - Working Group 1 Online Meeting

## October 1, 2024

**Num attendees:** 21

### **Agenda**

- Plans for in-person meetings in Grant Period 2.
- How to increase (online) activity in between in-person meetings?
- Facilitating collaborations on research and grant proposals within the group.
- Anything else?

### **Plans for in-person meetings in Grant Period 2**

1. In-person meeting in London (hosted by QMUL). Target date: mid January 2025. Definitive dates will be shared via the WG1 google group mailing list and Discord when known.
2. In-person meeting in Wroclaw. Target date: September 2025.

### **How to increase (online) activity in between in-person meetings?**

- Can organise webinars / sessions in which people give talks online about their research. Please inform us if you are interested in giving such talks.
- After sharing spreadsheets (see below) and giving some time to evaluate how this works, will organise new online meetings.

### **Facilitating collaborations on research and grant proposals within the group**

- Need people to be easily able to find who's in the group, and what they would be interested in in terms of collaborations.
- Create spreadsheets online where members of the group can describe their interests and what forms of collaboration they'd be interested in / are looking for.
  - One for active short-term research. This may even include e.g. (unofficially?) co-supervising thesis students cross-institutionally, to make optimal use of knowledge across the group.
  - One for collaborations on grant proposals.
  - If you enter your info in these sheets, be open to receiving cold emails about such collaborations (can of course always simply decline if it happens not to work at that time).
- Can create task forces / subgroups for topics.
  - Human-like AI for boardgames.
  - Explainable AI (in/for games)
  - Imperfect-information (general) game playing
  - MCTS enhancements for boardgames