AIIDE 2012 StarCraft Competition

In 2012, AIIDE will host the Third Annual StarCraft AI Competition. Participants are given the task of building the best performing AI system for the popular real-time strategy game StarCraft Brood War, which was released by Blizzard Entertainment in 1998. The goals of the competition are to provide a testbed for real-time AI systems and to promote game AI research by exhibiting AI techniques such as scripting, planning, optimization, spatial reasoning, and opponent modeling in a fast-paced popular video game.

This year’s field includes 10 entries from several universities and independent StarCraft enthusiasts. They will play full-blown games of StarCraft Brood War in a tournament environment similar to those used by professional gamers. To further replicate the conditions of professional play, AI systems are allowed to memorize past encounters with opponents from which to learn and adapt to opponent strategies. We will utilize 20 lab computers and tournament scheduling software to play as many as 100 games per program pair in round-robin fashion to increase the statistical significance of the tournament results.

To promote the development of strong AI systems for real-time strategy games, we will make the source code of tournament entries available to the public at the conclusion of the tournament. This is intended to lower the bar for new entrants to join future competitions, increase the accessibility of AI systems, and promote the exchange of ideas.

Complete information about the tournament can be found at starcraftaicompetition.com

— Michael Buro and David Churchill,

Competition Co-chairs

(University of Alberta, Edmonton, Canada)