Entry 1: Cédric Mesnage, AlgoBroz

Name of System: LanceBot

Description of system: Our AI plays RobotWar. RobotWar was originally created as a programming game in which students program the behaviour of tanks which compete against each other in a virtual arena. The concept is interesting from an education point of view and we have experience in using it with students. Recent developments in reinforcement learning such as AlphaGoZero in which a learning agent plays against itself to train lead us to think RobotWar is a suitable simulation for self-play learning.

Entry 2: Kristijonas Čyras (k.cyras@imperial.ac.uk), Imperial College

Name of System: Interactive Schedule Explainer

Description of system: We will present a software system that interactively explains to a lay user why a resource allocation schedule is good or not, and offers actions to improve the schedule given the user's constraints. Specifically, we will illustrate the MI system in a nurse rostering scenario whereby a nursing personnel manager aims to account for unexpected events by rescheduling some patient procedures to nurses and is aided by the MI system to do so. The system will provide textual and verbal actionable explanations via an interactive graphical interface.

Entry 3: Juan Carlos Augusto (j.augusto@mdx.ac.uk), Middlesex University

Name of System: Smart Environments Architecture (SEArch)

Description of system: The Smart Environments Architecture (SEArch) is the result of the insights gained through several projects deploying sensing technology complementing more traditional computing systems to assist humans in practical situations. The emphasis of our presentation will be on its use to train and run a Smart Home system which is part of one of our labs at Hendon Campus of Middlesex University London.

Entry 4: Colette Curry (Drccurry@btinternet.com), Manchester Metropolitan University

Name of System: Betty the Companion System

Description of system: Reminiscing themed conversational agent. Betty helps older people reminisce about things in the past. She improves normal ageing memory and increases subjective wellbeing.

Entry 5: Heriberto Cuayáhuitl (HCuayahuitl@lincoln.ac.uk), Lincoln University

Name of System: ChattyRobot: A Humanoid Robot With “Chatting While Playing” Skills

Description of system: The proposed system showcases a humanoid robot trained to (1) play the games of 'Noughts & Crosses’ and ‘Connect Four’; and (2) engage in chit-chat dialogue while playing. The robot listens to its partner conversant, tracks faces, speaks, writes on paper, and moves its body to play the games and to exhibit gestures.
