| Instructor Name	Professor Hitoshi MATSUBARA	Laboratory Location	Hongo Campus	Reaseach Area	Artificial Intelligence and Game Informatics

We are interested in artificial intelligence in general, and study AI widely from basic themes (for example, what is intelligence and how to solve the frame problem) to applied themes (for example, using artificial intelligence technology to build a new public transportation system that is more convenient than bus and cheaper than taxi). In the field of application, we have established several start-up companies and are involved in commercialization.

We welcome students interested in questions about basic issues of human intelligence, such as what is intelligence, what is meaning, what is meaning, and what is emotion so on.

Recently, we are working especially on making computers create art. We are involved several projects: To make computers create short-short stories like Mr. Shinichi Hoshi (project name is "Kimagure Jinko Chino Project – Sakka desunoyo"). To make computers create Japanese poem Haiku (project name is "AI Issa"). To make computers creat manga like Mr. Osamu Tezuka (project name is "TEZUKA2020"). Through these studies, we want to explore what human creativity is.
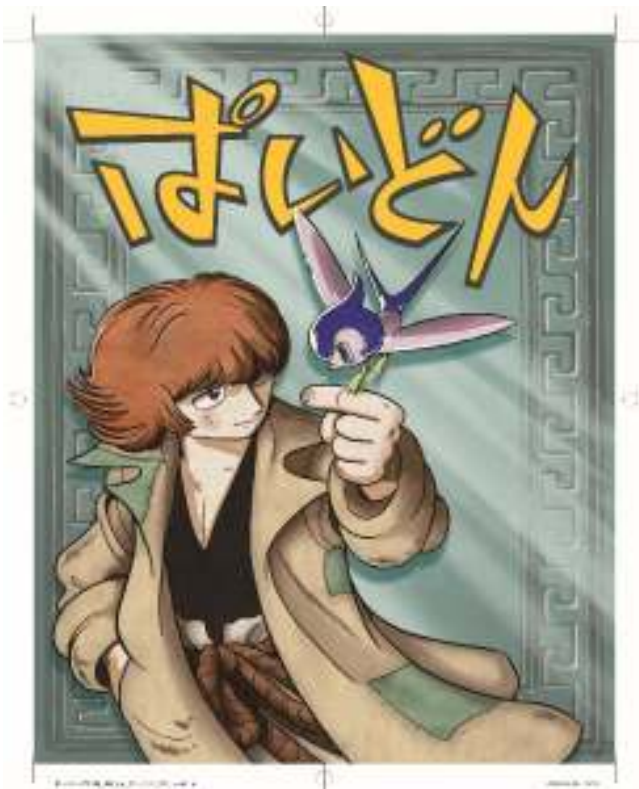
（C）TEZUKA2020　project

Figure　The comic "Paidon" created by both human and AI

We have been working on game informatics, artificial intelligence research aiming to create strong programs, and cognitive science research that examines how humans play. The games covered so far include shogi, go, soccer (robocup), contract bridge, mahjong, video games, werewolf (jinro) and curling so on.