P2983

Submitter Email: rkozma@memphis.edu
Type of Project: New IEEE Standard
Project Request Type: Initiation / New
PAR Request Date: 09 Dec 2020
PAR Approval Date: 10 Feb 2021
PAR Expiration Date: 31 Dec 2025
PAR Status: Active

1.1 Project Number: P2983
1.2 Type of Document: Standard
1.3 Life Cycle: Full Use

2.1 Project Title: Standard for Video Games Vocabulary

3.1 Working Group: Working Group for Video Games Vocabulary(CIS/SC/VGV WG)
    3.1.1 Contact Information for Working Group Chair:
    Name: Bruno DiStefano
    Email Address: bruno.distefano@gmail.com
    3.1.2 Contact Information for Working Group Vice Chair:
    None
3.2 Society and Committee: IEEE Computational Intelligence Society/Standards Committee(CIS/SC)
    3.2.1 Contact Information for Standards Committee Chair:
    Name: Robert Kozma
    Email Address: rkozma@memphis.edu
    3.2.2 Contact Information for Standards Committee Vice Chair:
    None
    3.2.3 Contact Information for Standards Representative:
    None

4.1 Type of Ballot: Individual
4.2 Expected Date of submission of draft to the IEEE SA for Initial Standards Committee Ballot:
Jan 2024
4.3 Projected Completion Date for Submittal to RevCom: Jul 2024

5.1 Approximate number of people expected to be actively involved in the development of this project: 20
5.2 Scope of proposed standard: The scope of the Standard for Video Games Vocabulary is the unambiguous definition of a common terminology for video games so that a consistent use and application of computational intelligence and artificial intelligence can be made in video games. The vocabulary shall include as many relevant terms used in the video games industry as applicable. Such terms shall be defined according to existing bibliography, popular citations and consensus of the involved entities.

5.3 Is the completion of this standard contingent upon the completion of another standard? No
5.4 Purpose: This standard aims towards unifying a common Video Games Vocabulary. Video games is a new and growing industry, there is a need to get a common terminology in order to potentiate it`s growth in video games companies, academies and independent professionals. A vocabulary standard helps on this, by bringing a common understanding between the parts towards generating standardized knowledge areas in a new industry.
5.5 Need for the Project: Video games is a new and expanding worldwide industry. As every new industry, a standard is required to first set a common understatement between the current participants, and allow a growth based on standardized common practices.
5.6 Stakeholders for the Standard: Video game companies, universities, scientific societies and the user community. All will be able to produce and share knowledge by using a common vocabulary.

6.1 Intellectual Property
    6.1.1 Is the Standards Committee aware of any copyright permissions needed for this project?
    No
    6.1.2 Is the Standards Committee aware of possible registration activity related to this project?
    No

7.1 Are there other standards or projects with a similar scope? No
7.2 Is it the intent to develop this document jointly with another organization? No

8.1 Additional Explanatory Notes: 7.1: There are two new standards committees with activities related to our PAR in computer gaming, CTS/EGSSC and C/OGSC.

The scope of those two activities are significantly different from CIS/VGV, as the focus of our WG is on video gaming vocabulary, particularly from the points of view of computational intelligence and artificial intelligence. CTS/EGSSC has the scope of optimization of game applications, while C/OGSC has a scope covering the full lifecycle of online gaming, including interfaces between games and devices. The outlined CIS/VGV standard development activities can be conducted successfully, independently from these other two Committees. As a next step, following the target completion date of around 2024, join sponsorship of new standards would be possible and indeed desirable, by building on the previously produced standards.