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The **TAAI**, the **Taiwanese Association for Artificial Intelligence**, 台灣人工智慧學會 in Chinese, was founded in 1995. The objective of TAAI is to promote research, development, application and exchange of Artificial Intelligence in Taiwan.

TAAI Events

- Conference on Technologies and Applications of Artificial Intelligence (TAAI, 台灣人工智慧學術研討會) since 1995
- AI Forum (AI Forum) since 1999
- Forum of Computer Games (FCG, 電腦遊戲論壇) 2004, 2007, 2010

Tournaments

TAAI held several computer [Chinese chess](#) and [Go](#) tournaments, ex.

- World 9 x 9 Computer GO Championship 2008
- World Computer Chinese Chess Championship (WCCC, 世界電腦中國象棋錦標賽) 2004, 2007, 2010

Since 2010, TAAI held annually tournaments for computer games.

See also

- [TCGA](#)

Publications

- [Tsan-Cheng Su](#), [Shi-Jim Yen](#), [Jr-Chang Chen](#), [I-Chen Wu](#) (2014). *TAAI 2012 Computer Game Tournaments*. [ICGA Journal](#), Vol. 37, No. 1
- [Jr-Chang Chen](#), [Tsan-Cheng Su](#), [Shi-Jim Yen](#) (2014). *TAAI 2013 Computer Game Tournaments*. [ICGA Journal](#), Vol. 37, No. 1

External Links

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