LREC 2020 WORKSHOP
Language Resources and Evaluation Conference
11–16 May 2020

Games and Natural Language Processing
(Games & NLP 2020)

PROCEEDINGS

Edited by: Stephanie M. Lukin

Proceedings of the LREC 2020 Workshop Games and Natural Language Processing (Games & NLP 2020)

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Introduction

Welcome to the Games and Natural Language Processing Workshop!

This workshop examines the use of games and gamification for Natural Language Processing (NLP) tasks, as well as how NLP research can advance player engagement and communication within games. The Games and NLP workshop aims to promote and explore the possibilities for research and practical applications of games and gamification that have a core NLP aspect, either to generate resources and perform language tasks or as a game mechanic itself. This workshop investigates computational and theoretical aspects of natural language research that would be beneficial for designing and building novel game experiences, or for processing texts to conduct formal game studies. NLP would benefit from games in obtaining language resources (e.g., construction of a thesaurus or a parser through a crowdsourcing game), or in learning the linguistic characteristics of game users as compared to those of other domains.

The workshop received 16 submissions, 12 of which were accepted into the proceedings.

Workshop website: `https://sites.google.com/view/gamnlp2020/`

Stephanie M. Lukin, Chris Madge, Jon Chamberlain, Karën Fort, Udo Kruschwitz, James Ryan
May 2020

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