Date: Nov 22, 2023

Attendees: Max Lu, Mustafa Can Gursesli, Kai Erenli, Miao Song, Kun Qian, Humaira Nisar, Alessandro Visconti, Ilenius Ildephonce, and Ilija Basicevic.

Agenda Review and Additions

- Max Lu opened the meeting, inviting additions to the agenda.
- Mustafa Can Gursesli brought up the topic of the next GEM conference in 2024.

Discussion on GEM 2024 and Italy

- The group discussed the possibility of GEM 2024 being held in Italy, with cities like Milan and Torino mentioned.
- Kai Erenli shared past experiences from conferences in various locations and expressed a preference for Italy.
- There was a general consensus about the suitability of Italy for the next conference.

Members' Introduction and Background Sharing

- Members introduced themselves, sharing their backgrounds and current work, highlighting the diverse expertise within the group.
- Areas of expertise ranged from personalized learning, human-computer interaction, computer graphics, AI in video games, to signal and image processing.

Collaboration Opportunities Among Members

- Members expressed a desire for more active collaboration in research projects and paper writing.
- The idea of sharing project ideas via email and possibly setting up collaborative meetings was suggested.

Focus on Interdisciplinary Research Combining Gaming, Entertainment, and Social Sciences

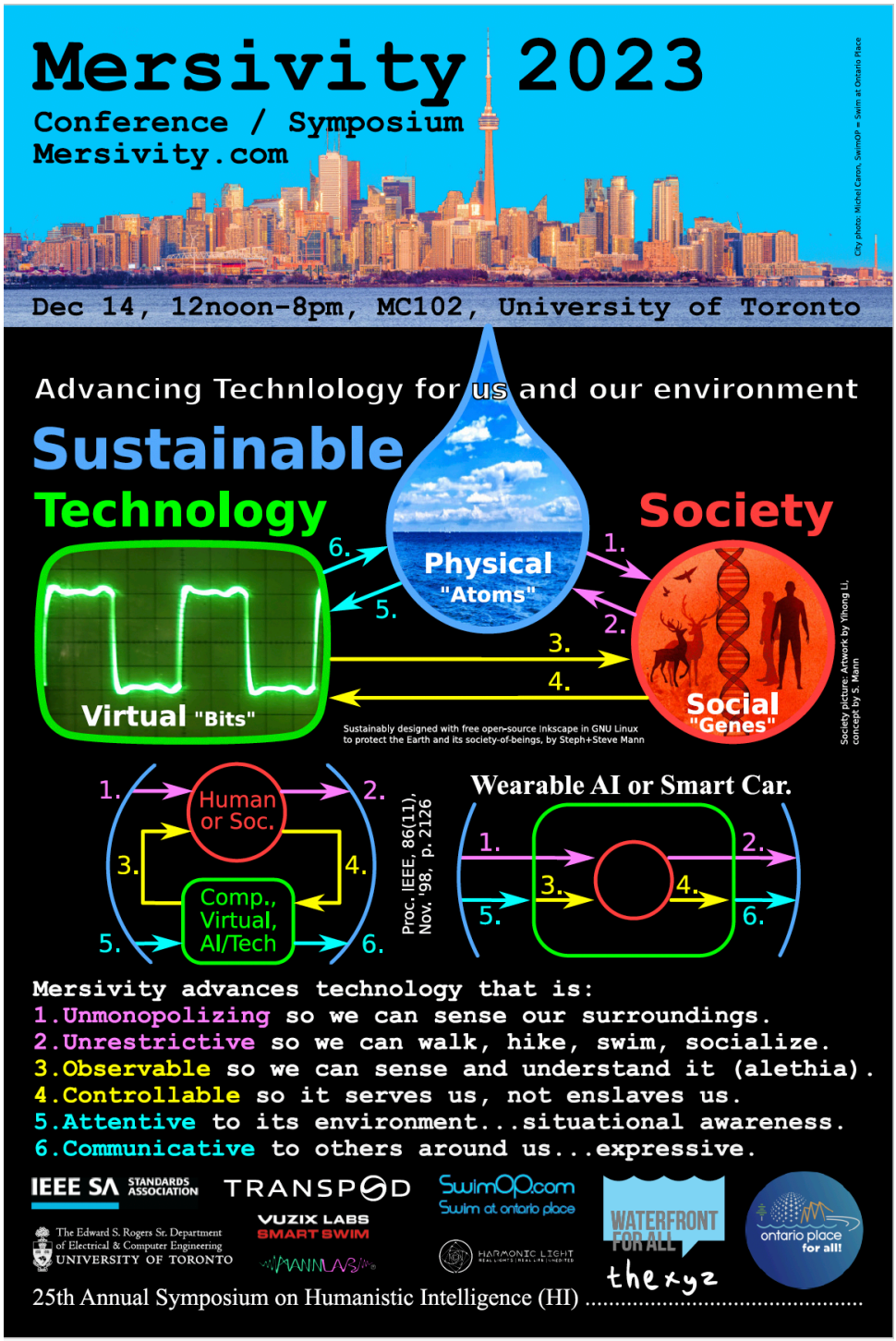
- Mustafa Can Gursesli emphasized the importance of focusing on interdisciplinary research, bridging the gap between gaming, entertainment, and social sciences.
- The group recognized the potential in exploring this underrepresented area.

Strategic Positioning in Generative AI Research

- **Discussion Overview:** The group engaged in a comprehensive discussion about positioning in the rapidly evolving field of generative AI.
    - **Key Points:**
        - **Rapid Developments**: Acknowledged the fast-paced advancements in generative AI and its broad implications.
        - **Interdisciplinary Approach**: Emphasized the importance of an interdisciplinary approach, combining technical, cognitive, and social aspects.
        - **Gap Identification**: Identified gaps in current research and market needs, considering where the group's collective expertise could be most effective.
        - **Collaboration Opportunities**: Discussed leveraging the diverse skill sets within the group for collaborative research projects, publications, and conference presentations.

Mersivity Conference

- **Concept of Mersivity**: Conceptized by Steve Mann, a member ENT committee.
- **Mersivity 2023 Conference**: Dec 14th, University of Toronto, Canada (See poster attached)



Action Items

1. **Continued Brainstorming**: Members are encouraged to further think about strategic positioning in generative AI and interdisciplinary research opportunities. HERE is the doc.
2. **Follow-Up Email**: Max Lu to send out a consolidated email with meeting notes and invite further contributions.
3. **Research Collaboration**: Members to explore potential collaborations and joint research projects.

Next Steps

- Further discussions on the impact and future of generative AI in various domains.
- Initiatives to enhance collaboration among members for research and publication opportunities.

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