Welcome to AI Matters, Volume 2, Issue 4

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Your editors have been working hard on a variety of new features and you will see them roll out over the next few issues. Stay tuned as we bring you a wide variety of fun new columns, bringing you great news for the SIGAI community. In this issue, we are introducing three new features.

The first new feature is the introduction of an **AI Matters blog**. Here you can see featured articles (for free!) and can interact with the SIGAI community by commenting on the articles. The blog can be found at http://sigai.acm.org/aimatters/blog. It is a work in progress and we welcome your feedback!

The second new feature is a new column where we interview different AI researchers. We intend to interview people in all types of jobs including academia, industry, and government. Our new feature (and this issue) kicks off with an **interview of Peter Norvig**. His interview is also featured in the new blog at http://sigai.acm.org/aimatters/blog/2016/10/02/an-interview-with-peter-norvig/. Feel free to suggest new people to interview. Send us your ideas!

We're also introducing an **AI Education column** to *AI Matters*, which will be coordinated by Todd Neller. This first AI Education column presents an original card game called Birds of a Feather, and explores how this card game can be used for teaching various AI concepts.

The rest of the issue focuses on **abstracts of recent AI doctoral theses**, continuing this feature from our previous issue. This is the second of three sets of dissertation abstracts; the final set of abstracts will appear in the Autumn issue.

We close this issue with another round of the **AI Amusements** column, which brings you an epic poem (!) on Tay, the ill-fated chatbot. Keep sending in your original jokes, puzzles, or comics.

Thanks for reading! Don't forget to send your ideas and future submissions to *AI Matters*!

Eric Eaton is the Editor of AI Matters. He is a faculty member at the University of Pennsylvania in the Department of Computer and Information Science, and in the General Robotics, Automation, Sensing, and Perception (GRASP) lab. His research is in machine learning and AI, with applications to robotics, sustainability, and medicine.

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