Special Issue

Algorithms for Games AI

Message from the Guest Editors

We invite you to submit your latest research in the area of gaming AI algorithms to this Special Issue, *Algorithms for Game AI*. We are looking for new and innovative approaches for solving game AI problems theoretically or empirically. Submissions are welcome both for traditional game AI algorithms (planning, tree search, etc.), as well as new algorithmss (deep reinforcement learning, etc.). Potential topics include, but are not limited to, the history of game AI, the develepment of Monte Carlo tree search algorithms or other tree search algorithms, the theoretical analysis of reinforcement learning algorithms or their application in specific games.

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Deadline for manuscript submissions

closed (30 April 2025)

Algorithms

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an Open Access Journal by MDPI

Impact Factor 2.1
CiteScore 4.5

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About the Journal

Message from the Editor-in-Chief

Algorithms are the very core of Computer Science. The whole area has been considered from quite different perspectives, having led to the development of many sub-communities: Complexity theory (limitations), approximation or parameterized algorithms (types of problems), geometric algorithms (subject area), metaheuristics, algorithm engineering, medical imaging (applications), indicates the range of perspectives. Our journal welcomes submissions written from any of these perspectives, so that it may become a forum for exchange of ideas between the corresponding scientific subcommunities.

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