

Special Issue

Applications of Artificial Intelligence and Machine Learning in Games

Message from the Guest Editors

Since the early years of computing, games have been used as testing environments for new methods and technologies of artificial intelligence (AI). The study of game worlds from checkers and chess to Go and StarCraft greatly contributed to the present achievements of AI research. Games also set new challenges for AI systems, requiring them to be skillful and adaptable opponents, believable neutral characters, or smart and helpful teammates. The proposed Special Issue of *Applied Sciences* aims to provide a venue for discussing all current topics of game AI research. We invite works reporting original research results, as well as review and opinion papers.

Guest Editors

Dr. Maxim Mozgovoy

Department of Computer Science and Engineering, The University of Aizu, Tsuruga, Ikki-machi, Aizu-Wakamatsu 965-8580, Japan

Dr. Paolo Burelli

Digital Design Department, IT University of Copenhagen, Rued Langgaards Vej 7, DK-2300 Copenhagen S, Denmark

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Applied Sciences
Editorial Office
MDPI, Grosspeteranlage 5
4052 Basel, Switzerland
Tel: +41 61 683 77 34
appls@mdpi.com

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About the Journal

Message from the Editor-in-Chief

As the world of science becomes ever more specialized, researchers may lose themselves in the deep forest of the ever increasing number of subfields being created. This open access journal Applied Sciences has been started to link these subfields, so researchers can cut through the forest and see the surrounding, or quite distant fields and subfields to help develop his/her own research even further with the aid of this multi-dimensional network.

Editor-in-Chief

Prof. Dr. Giulio Nicola Cerullo
Dipartimento di Fisica, Politecnico di Milano, Piazza L. da Vinci 32,
20133 Milano, Italy

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