Special Issue

Applications of Machine Learning in Computer Games

Message from the Guest Editors

In modern games, machine learning finds its rightful place in a number of areas. It can be used for modeling the behavior of virtual life, such as virtual characters, animals and other virtual objects, as well as their interactions within the virtual world. All these virtual entities can be procedurally generated based on various objectives and constraints. Apart from enhancing the user's in-game experience, machine learning techniques can be used at a monetarization level for auto-generating personalized in-game offers, auto-determining the prices of virtual goods, and predicting trends. This call aims to explore the intersection of computer games and machine learning. The topics of interest include but are not limited to:

- The behavior modeling/simulation of virtual entities;
- Procedural generations;
- Cognitive path finding;
- Competitive AI;
- Applications of reinforcement learning in gaming;
- User behavior modeling and prediction;
- The prediction of trends;
- Dynamic monetarization;
- Games and education;
- Intelligent gaming hardware.

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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.

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