



Learning and Evolution in Games, 1st Edition

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Message from the Guest Editors

Dear Colleagues,

This Special Issue is dedicated to the topic of “Learning and Evolution in Games.” The purpose of this Special Issue is to offer an outlet for papers, comments, and notes that do not fit in with or have previously been rejected by the “conventional” publishing process, but nevertheless represent scientific progress that is relevant to the research area. These could be unpublished comments on prior papers, generalizations, corrections, negative experimental results, methodological comments, or interesting sections of papers that were removed from papers to satisfy length restrictions, or in response to editor or reviewer comments. Authors are invited to submit papers that have been rejected elsewhere alongside all reviews from prior submissions, details regarding changes in response to comments from prior submissions, and a declaration of honor that the provided reviews are authentic and complete. We welcome authors to submit their manuscripts for this Special Issue of *Games*.



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