

Game Informatics

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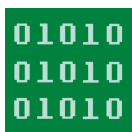
Message from the Guest Editors

Games have been the prime source of benchmarking, testing, analysis, and design of various artificial and computational intelligent techniques, agent systems, search algorithms, supporting decision making, management and planning systems, and many more. This stems from the plethora of human and computer-generated information that is rich with objective, subjective, and emotional experiences, catered towards leisure and/or competitive settings.

With the advancement of computing software and hardware systems, new interface technologies (virtual/augmented/extended reality), a new form of interactions (deductive, deceptive, hacking/exploits, etc.), and novel game infrastructures (blockchain-based games and crowdsourcing models, etc.), rich information can be extracted to develop expertise and generate knowledge to add value to individual, businesses, society, and nation.

This Special Issue aims to collect comprehensive research written by experts that provides access to state-of-the-art methodology, while advancing the existing body of literature by sharing contemporary, cutting-edge research relevant to game informatics.





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Message from the Editor-in-Chief

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