Special Issue

Game Informatics

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.

Guest Editors

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Deadline for manuscript submissions

closed (25 December 2023)

MDPI

About the Journal

Message from the Editor-in-Chief

The concept of *Information* is to disseminate scientific results achieved via experiments and theoretical results in depth. It is very important to enable researchers and practitioners to learn new technology and findings that enable development in the applied field.

Information is an online open access journal of information science and technology, data, knowledge and communication. It publishes reviews, regular research papers and short communications. We invite high quality work, and our review and publication processing is very efficient.

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