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Sommario/riassunto	This book constitutes the refereed proceedings of the 5th Computer Games Workshop, CGW 2016, and the 5th Workshop on General Intelligence in Game-Playing Agents, GIGA 2016, held in conjunction with the 25th International Conference on Artificial Intelligence, IJCAI 2016, in New York, USA, in July 2016. The 12 revised full papers presented were carefully reviewed and selected from 25 submissions. The papers address all aspects of artificial intelligence and computer game playing. They discuss topics such as Monte-Carlo methods;

heuristic search; board games; card games; video games; perfect and imperfect information games; puzzles and single player games; multi-player games; combinatorial game theory; applications; computational creativity; computational game theory; evaluation and analysis; game design; knowledge representation; machine learning; multi-agent systems; opponent modeling; planning. .

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