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	Nota di contenuto	Minimizing simple and cumulative regret in Monte-Carlo tree search -- on robustness of CMAB algorithms -- Experimental approach -- Job-level algorithms for "Connect6" opening position analysis -- Monte-Carlo tree search and minimax hybrids with heuristic evaluation functions -- Monte-Carlo tree search for the game of "7 Wonders" -- Small and large MCTS playouts applied to Chinese Dark Chess Stochastic Game -- On the complexity of general game playing -- Efficient grounding of game descriptions with tabling -- SHPE: HTN planning for video games -- Predicting player disengagement in online games -- Coordinating dialogue systems and stories through behavior composition.
	Sommario/riassunto	This book constitutes the refereed proceedings of the Computer Games Workshop, CGW 2014, held in conjunction with the 21st European

Conference on Artificial Intelligence, ECAI 2014, Prague, Czech Republic, in August 2014. The 11 revised full papers presented were carefully reviewed and selected from 20 submissions. The papers address all aspects of artificial intelligence and computer game playing. They discuss topics such as general game playing, video game playing, and cover 11 abstract games: 7 Wonders, Amazons, AtariGo, Ataxx, Breakthrough, Chinese Dark Chess, Connect6, NoGo, Pentalath, Othello, and Catch the Lion.