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Nota di contenuto	Chess -- Domineering -- Chinese checkers -- Go -- Goofspiel -- Tzaar -- The sliding tile puzzle.- Cooperative path-finding problems -- General game playing.
Sommario/riassunto	This book constitutes the refereed proceedings of the Computer Games Workshop, CGW 2013, held in Beijing, China, in August 2013, in conjunction with the Twenty-third International Conference on Artificial Intelligence, IJCAI 2013. The 9 revised full papers presented were carefully reviewed and selected from 15 submissions. The papers cover a wide range of topics related to computer games. They discuss six games that are played by humans in practice: Chess, Domineering, Chinese Checkers, Go, Goofspiel, and Tzaar. Moreover, there are papers about the Sliding Tile Puzzle, an application, namely, Cooperative Path-Finding Problems, and on general game playing.

