

1. Record Nr.	UNINA9910299059003321
Titolo	Computer Games : Workshop on Computer Games, CGW 2013, Held in Conjunction with the 23rd International Conference on Artificial Intelligence, IJCAI 2013, Beijing, China, August 3, 2013, Revised Selected Papers // edited by Tristan Cazenave, Mark H.M. Winands, Hiroyuki Iida
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2014
ISBN	3-319-05428-7
Edizione	[1st ed. 2014.]
Descrizione fisica	1 online resource (XI, 133 p. 24 illus.)
Collana	Communications in Computer and Information Science, , 1865-0937 ; ; 408
Disciplina	006.3
Soggetti	Artificial intelligence Microcomputers Computer science Artificial Intelligence Personal Computing Theory of Computation
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
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.

