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   Nota di contenuto     Advice are useful for game AI : Experiments with alpha-beta search players in shogi -- Reducing Partner's Cognitive Load by Estimating the Level of Understanding in the Cooperative Game Hanabi -- Making a Better Game: The History of Cluster -- Improving Human Players' T-Spin Technique in Tetris with Procedural Problem Generation -- A Further Investigation of Neural Network Players for Game 2048 -- A

Novel Application for Game Tree Search - Exploiting Pruning Mechanisms for Quantified Integer Programs -- New Hex Patterns for Fill and Prune -- Solving Cram using Combinatorial Game Theory -- Exploiting Game Decompositions in Monte Carlo Tree Search -- On Efficiency of Fully Probing Mechanisms in Nonogram Solving Algorithm -- Net2Net Extension for the AlphaGo Zero Algorithm -- Designing policy network with deep learning in turn-based strategy games -- Steps towards Strongly Solving 7x7 Chinese Checkers -- The Ludii General Game System: Interactive Demonstration.

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| Sommario/riassunto | This book constitutes the refereed post-conference proceedings of the 16th International Conference on Advances in Computer Games, ACG 2019, held in Macao, China, in August 2019. The 12 full papers presented together with 2 invited papers were carefully reviewed and selected from 19 submissions. The selected papers are devoted to topics such as cooperation; single player games; mathematical approaches; nonogram: general and specific approaches; and deep learning. |