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Nota di contenuto	Adding Expert Knowledge and Exploration in Monte-Carlo Tree Search -- A Lock-Free Multithreaded Monte-Carlo Tree Search Algorithm -- Monte-Carlo Tree Search in Settlers of Catan -- Evaluation Function Based Monte-Carlo LOA -- Monte-Carlo Kakuro -- A Study of UCT and Its Enhancements in an Artificial Game -- Creating an Upper-Confidence-Tree Program for Havannah -- Randomized Parallel Proof-Number Search -- Hex, Braids, the Crossing Rule, and XH-Search -- Performance and Prediction: Bayesian Modelling of Fallible Choice in Chess -- Plans, Patterns, and Move Categories Guiding a Highly Selective Search -- 6-Man Chess and Zugzwangs -- Solving Kriegspiel Endings with Brute Force: The Case of KR vs. K -- Conflict Resolution of Chinese Chess Endgame Knowledge Base -- On Drawn K-In-A-Row Games -- Optimal Analyses for 3xn AB Games in the Worst Case -- Automated Discovery of Search-Extension Features -- Deriving Concepts and Strategies from Chess Tablebases -- Incongruity-Based Adaptive Game Balancing -- Data Assurance in Opaque Computations.

