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Collana	Communications in Computer and Information Science, , 1865-0937 ; ; 1531
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Soggetti	User interfaces (Computer systems) Human-computer interaction Software engineering Computer vision Social sciences - Data processing User Interfaces and Human Computer Interaction Software Engineering Computer Vision Computer Application in Social and Behavioral Sciences
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Nota di contenuto	Esports Sponsorships: The Double-Edged Sword Effect of Having a Very Vocal Audience -- Recent trends in the Portuguese video game industry: 2016-2020 -- Video games specialized media in Basque language -- It's Crunch Time: Burnout, Job Demands and Job Resources in Game Developers -- Game Based Learning in Science Fiction -- Supporting the construction of game narratives using a toolkit to game design -- Reward-Mediated Individual and Altruistic Behavior -- Interviewing a Virtual Suspect: conversational game characters using Alexa -- SimpAI: Evolutionary Heuristics for the ColorShapeLinks Board Game Competition -- Reinforcement Learning in Tower Defense.
Sommario/riassunto	This book constitutes the refereed proceedings of the 12th

International Conference on Videogame Sciences and Arts, VJ 2020, held in Mirandela, Portugal, in November 2020.* The 10 full papers presented were carefully reviewed and selected from 46 submissions.

*The conference was held online due to the COVID-19 pandemic.
