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Autore	Fang Xiaowen
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This book constitutes the refereed proceedings of the 4th International Conference on HCI in Games, HCI in Games 2022, held as part of the 23rd International Conference, HCI International 2022, which was held virtually in June/July 2022. The total of 1271 papers and 275 posters included in the HCII 2022 proceedings was carefully reviewed and selected from 5487 submissions. The HCI in Games 2022 proceedings intends to help, promote and encourage research in this field by providing a forum for interaction and exchanges among researchers, academics, and practitioners in the fields of HCI and games. The Conference addresses HCI principles, methods and tools for better games.
