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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
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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 $3 \times n$ 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.
