Editor's Message to Special Issue on Game Programming

Takeshi Ito[1,a]

Starting with chess, games have been a very popular research area outside Japan. With the building of strong programs as the prime objective, game research has provided important contributions in a wide variety of research areas such as search, planning, machine learning, specialized hardware and the study of cognitive processes involved in game playing. On the other hand, in Japan traditionally prominent games like Shogi and Go have been recognized as the next research targets after chess and are attracting a lot of attention from researchers around the world as well as from researchers inside Japan.

The aim of this special issue is to present a collection of the latest results in game programming research. The editorial Committee was constituted in consideration of the spread of an area of investigation.

We had twenty-three submissions that exceed anticipation. After the due of the paper submission, 21th February 2014, we had three editorial meetings, the first one on 4th March 2014, the second one on 8th May 2014, the last one on 4th August 2014. Finally we select 14 to be including the special issue after a thorough and rigorous review process. These selected papers include the following profound relevant topics; monte-carlo tree search, machine learning, game tree search, mathematical analysis and other various methods.

We thank the authors and the referees for careful reviews. We also thank the editorial committee of the journal for approving this special issue.

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[1]   The University of Electro-Communications, Chofu, Tokyo 182–8585, Japan
[a]   ito@cs.uec.ac.jp