



GAMES & COMPUTATIONAL INTELLIGENCE

The SYNTHESIS LECTURES ON GAMES & COMPUTATIONAL INTELLIGENCE will be an innovative resource consisting of 75-150 page books on topics pertaining to digital games, including game playing and game solving algorithms; game design techniques; artificial and computational intelligence techniques for game design, play, and analysis; classical game theory in a digital environment, and automatic content generation for games. The scope includes the topics relevant to conferences like IEEE-CIG, AAAI-AIIDE, DIGRA, and FDG conferences as well as the games special sessions of the WCCI and GECCO conferences. The books will be available in multiple formats including: as part of the Synthesis Digital Library for subscribing institutions, print, and individual e-books in PDF and epub format.



SERIES EDITOR

Dr. Daniel Ashlock is a professor of mathematics at the University of Guelph with over 250 peer reviewed publications. His research focus is in computational intelligence, particularly representation, with a focus on games. In addition to working on automatic content generation, Dr. Ashlock is a fantasy role playing game designer, and also has published extensively on evolution in mathematical games. He serves as an associate editor of the *IEEE Transactions on Computational Intelligence and Artificial Intelligence in Games* and for the new journal *Game and Puzzle Design*.

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AUTHORS WANTED

Morgan & Claypool Publishers wants to work with authors who are dedicated to sharing their knowledge with others and advancing the field of game technologies research. If you are interested in writing a lecture that fits within the format and scope of the Synthesis Lectures on Games & Computational Intelligence, please **contact the Series Publisher, Mike Morgan, via e-mail at morgan@morganclaypool.com**.

FORTHCOMING TITLES

Computational Intelligence in the Development of Role Playing Games (Joseph Brown)

Game Theory: A Classical Introduction, Mathematical Games, and the Tournament (Andrew McEachern)

A Protocol for Training Game Playing Agents (Eun-Youn Kim)