



## Applications of Artificial Intelligence and Machine Learning in Games

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### Message from the Guest Editors

Dear Colleagues,

Since the early years of computing, games have been used as testing environments for new methods and technologies of artificial intelligence (AI). The study of game worlds from checkers and chess to Go and StarCraft greatly contributed to the present achievements of AI research. Games also set new challenges for AI systems, requiring them to be skillful and adaptable opponents, believable neutral characters, or smart and helpful teammates. The proposed Special Issue of *Applied Sciences* aims to provide a venue for discussing all current topics of game AI research. We invite works reporting original research results, as well as review and opinion papers.

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*Guest Editors*





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## Message from the Editor-in-Chief

As the world of science becomes ever more specialized, researchers may lose themselves in the deep forest of the ever increasing number of subfields being created. This open access journal Applied Sciences has been started to link these subfields, so researchers can cut through the forest and see the surrounding, or quite distant fields and subfields to help develop his/her own research even further with the aid of this multi-dimensional network.

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