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# ADVANCES IN COMPUTER GAMES



Springer-Verlag Gmbh Dez 2017, 2017. Taschenbuch. Condition: Neu. Neuware - This book constitutes the refereed conference proceedings of the 15 th International Conference, ACG 2017, held in Leiden, The Netherlands, in July 2017. The 19 revised full papers were selected from 23 submissions and cover a wide range of computer games. They are grouped in four classes according to the order of publication: games and puzzles, go and chess, machine learning and MCTS, and gaming. 235 pp. Englisch.

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- Authored by Mark Winands
- Released at 2017



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