Preface

These Proceedings contain the papers presented at the 2018 IEEE Conference on Computational Intelligence and Games (CIG'18) held in Maastricht, the Netherlands, over 14–17 August 2018.

The annual Computational Intelligence and Games (CIG) conference series brings together leading researchers and practitioners from academia and industry, to discuss recent advances in the field and explore future research directions, and is one of the premier international conferences in this exciting and expanding field. Earlier CIG conferences took place in Colchester (UK), Reno (USA), Honolulu (Hawaii), Perth (Australia), Milan (Italy), Copenhagen (Denmark), Seoul (South Korea), Granada (Spain), Niagara Falls (Canada), Dortmund (Germany), Tainan (Taiwan), Santorini (Greece) and New York (USA).

For this 14th edition of the conference, we received a total of 110 papers from 36 countries. All papers were peer reviewed by at least three domain experts, and 51/110 were accepted for oral presentation (acceptance rate $46.\dot{3}\dot{6}\%$). A further 18 papers were accepted as posters. The program includes five vision papers, seven competition papers and one demo paper.

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