

# Preface

This book tells the story of Yavalath, the first computer-generated board game to be commercially released. Much of the material is based on my PhD thesis and subsequent journal article on evolutionary game design, which describe the development of a software system called Ludi that can play, measure and create a range of new board games. Ludi proved successful in automatically generating games that human players find interesting, but its operation also revealed some possible shortcomings of the evolutionary process for game design. The Ludi project is now placed in the broader context of computational creativity, and questions raised by the creation of Yavalath and its subsequent impact since release are examined in detail.



<http://www.springer.com/978-1-4471-2178-7>

Evolutionary Game Design

Browne, C.

2011, XI, 122 p. 68 illus., Softcover

ISBN: 978-1-4471-2178-7