

The Fifth Workshop on Procedural
Content Generation in Games
(PCG 2014)

Co-located with the 9th International
Conference on Foundations of Digital
Games, 2014

Welcome from the organizers

Welcome to PCG 2014, the fifth workshop on Procedural Content Generation (PCG) in Games co-located with the ninth International Conference on the Foundations of Digital Games.

Procedural content generation in games, a field of growing popularity, offers hope for substantially reducing the authoring burden in games, improving our theoretical understanding of game design, and enabling entirely new kinds of games and playable experiences. The goal of the workshop, now in its fifth year, is to advance knowledge in PCG by bringing together researchers and fostering discussion about the current state of the field. PCG 2014 continues this tradition with the following five accepted papers.

List of Papers

Towards Challenge Balancing for Personalised Game Spaces

Sander Bakkes and Shimon Whiteson

Automatically Categorizing Procedurally Generated Content for Collecting Games

Sebastian Risi, Joel Lehman, David B. D'Ambrosio and Kenneth O. Stanley

Generating and Adapting Game Mechanics

Alexander Zook and Mark O. Riedl

Procedural Guard Placement for Stealth Games

Qihan Xu, Jonathan Tremblay and Clark Verbrugge

Characteristics of Generatable Games

Julian Togelius, Mark J. Nelson and Antonios Liapis

Organizing Committee

Noor Shaker, IT University of Copenhagen, Denmark
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