Preface

It is our pleasure to present to you the three papers that were accepted for presentation at this second AIIDE workshop on AI for adversarial real-time games, covering building placement optimization, sequential pattern mining for achieving short and long-term goals, and high-level representation for search in RTS games. We are looking forward to fruitful discussions at the workshop sparked by these contributions and would like to thank the members of the programming committee for their valuable reviews.

– Michael Buro and Santi Ontañón