

## **SPECIAL ISSUE ON GAMES PROGRAMMING**

### ***Science of Computer Programming***

Computer Games enjoy an increasing popularity in the academic community. An increasing number of articles dealing with the graphics, the robotics or the artificial intelligence of games are to be found in journals dedicated to those topics. Moreover, during recent years various new journals have been founded dealing with aspects of games design.

However, more general questions about the programming of games have not received much attention of late. To fill this gap, the team of Science of Computer Programming (SCP) decided to dedicate a special issue to all aspects of games programming including formal methods, tools and languages.

SCP is an International journal of Elsevier that focuses on theoretical and practical aspects of software systems development, maintenance and use. SCP is a quality journal that guarantees high visibility and a fast track for publication.

The guest editor solicits high-quality, new contributions that may address (but need not be limited to) the following questions:

- Which programming languages are being used and why?
- Have any extensions of programming languages been developed, particularly for games?
- What generative (3rd generation) systems are currently available?
- What can be said about methodology, life cycle and quality control?.
- Are there any specific problems related to the programming of massive multi player games?
- What can be said about the system administration of massive multi player games?
- What software agents are being used?

Deadline for submission:      October 1, 2005  
Author's notification:         January 15, 2006  
Final version:                 May 1, 2006  
Special issue's publication:    Summer 2006

The submissions should be sent in PDF or Postscript to the guest editors via email: [vlijmen@science.uva.nl](mailto:vlijmen@science.uva.nl). Authors who want to discuss potential submissions are encouraged to contact the guest editor at [kleeuw@science.uva.nl](mailto:kleeuw@science.uva.nl). For details about the policy of the Science of Computer Programming journal, and the requirements for prospective authors see a recent issue of the journal and check the journal's web site <http://www.elsevier.com/locate/scico/>.

We look forward to you submissions!

Dr. Karl de Leeuw  
Guest editor