Trends in the Development of AI for Games ⋆

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Abstract: Abstract text here

Keywords: Artificial intelligence, games.

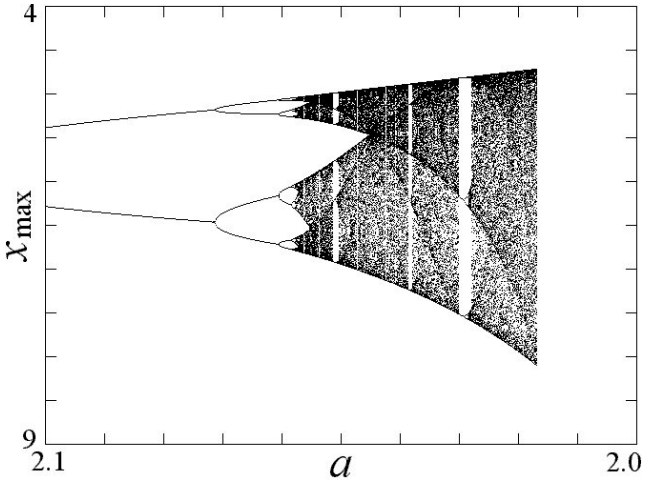

Fig. 1. Some image here

1. BITS AND BOBS

Statement for Citation Type 1: So on and so forth (Morris and Rodriguez-Amat, 2022).

Statement for Citation Type 2: García (2018) states so on and so forth.

Statement for Citation Type 3: So on and so forth (CDWA, 2022).

Italics: 'preventative *conservation*'.

Degree symbol: 57.4°.

Percent symbol: 18%

Numbered list:

(1) Item 1
(2) Item 2
(3) Item 3

Text format: eg Tag Image File Format (`.tiff`)

For Web addresses:eg Arches – `https://www.archesproject.org/` – is an open source Linux-based framework.

Referencing Images: See fig 1

Sub-Section Sub-section text here.

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2. INTRODUCTIONN

Some introduction text here.

3. ANOTHER SECTION

Section text here.

4. ANOTHER SECTION

Another text block subsection here.

5. CONCLUSION

Conclusion text here.

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REFERENCES

CDWA (2022). Categories for the description of works of art (CDWA). URL `www.getty.edu/research/publications/electronic_publications/cdwa/definitions.pdf`.

García, R.L.A. (2018). When documenting doesn't cut it: Opportunities and alternatives to intangible conservation.

Morris, P.I. and Rodriguez-Amat, J.R. (2022). Collaborative design in kinetic performance: Safeguarding the uilleann pipes through inertial motion capture. *Multimodal Technologies and Interaction*, 6(11). doi:10.3390/mti6110097. URL `https://www.mdpi.com/2414-4088/6/11/97`.

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