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Editorial

Journal of Intelligent Computing (JIC)

This special issue charts the borders between two of the most current topics in computer science and intelligent systems, namely, game technology and emotions modeling. For sometime now, the role of emotions in the human reasoning process has been recognized. Attempts are being made in modeling these emotions and to incorporate them into cognitive systems to support better human-computer interaction, to support automated decision making, and to support realistic simulators, to mention but few.

Game technology in recent years has advanced greatly with increasing fidelity of video games. This increased fidelity led to two subsequent developments. First is the increasing demand for more realistic and accurate games, thus advances are being made in physics engines and synthetic environments to give examples. Second development is the wider applications in which game engines are now used beyond mere entertainment leading to the rise of serious games and game-based simulations.

In this issue of **Journal of Intelligent Computing (JIC)**, we have 4 papers floating in the border area of emotional modeling and game technologies charting some of the interesting topics of research in the intersection area of research between these two fields. Two of these papers are in the area of serious games. The first covers crowd simulation, whilst the second covers emergence evacuation. Both attempt to model emotions, to a various degree of details, as part of a cognitive architecture embedded into acting agents. The last paper addresses emotions in the context of user emotions and how it could be influenced with focus on the role of colors whilst the first paper of this issue addresses the programming needs of game development including parallelism.

This issue is an attempt to address this fascinating cross-area of research but by no means it covers the breadth of either of these two fields of intelligent systems. Further issues on game technology, emotions modeling, cognitive systems, multi-agent systems and simulators are to be expected.

Finally, we include call for papers and book review inline with our editorial policy of providing a platform to researchers to showcase their research and share information. We welcome book reviews, survey papers of interest to young researchers, and call for papers.

Editor-in-chief