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

Co-located with the 9\textsuperscript{th} 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
Kenneth O. Stanley, University of Central Florida, USA
Kate Compton, University of California, Santa Cruz, USA