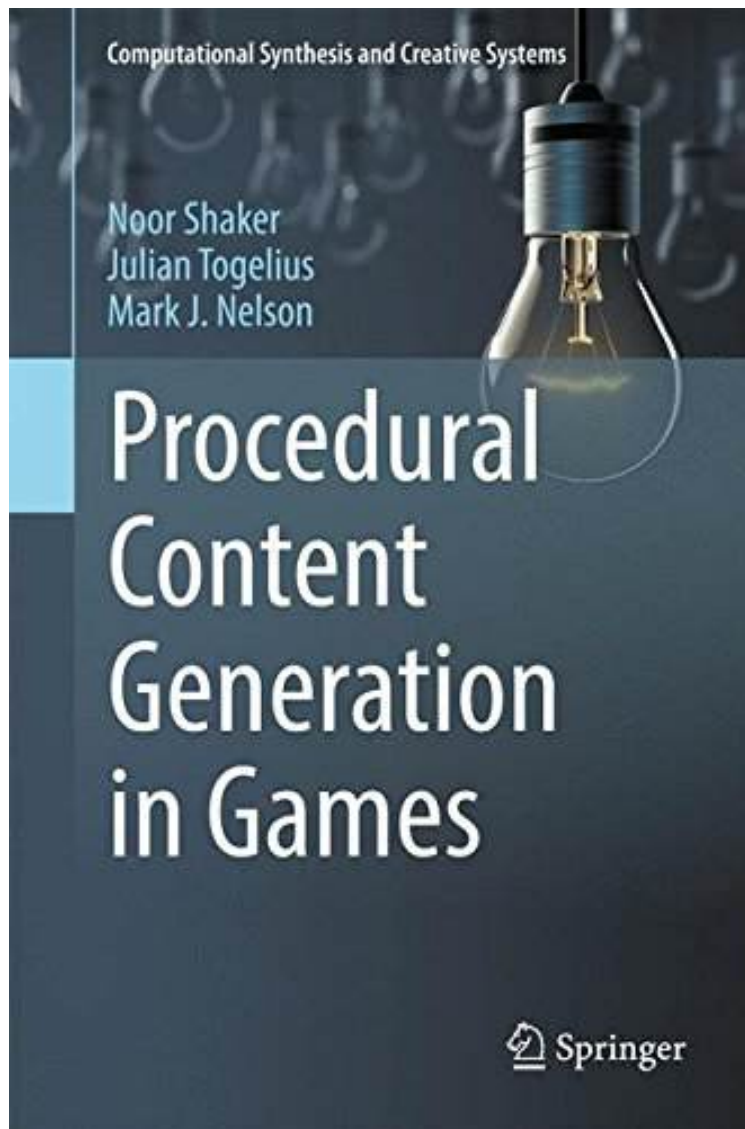


Procedural Content Generation in Games (Computational Synthesis and Creative Systems)

# Procedural Content Generation in Games (Computational Synthesis and Creative Systems)

*By Noor Shaker, Julian Togelius, Mark J. Nelson*



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