Preface to the Proceedings of the 2nd Knowledge Extraction from Games Workshop

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Welcome to the second Knowledge Extraction from Games (KEG-19) workshop at the Thirty-Third AAAI Conference on Artificial Intelligence (AAAI-19).

Knowledge Extraction from Games (KEG) is a workshop exploring questions of and approaches to the automated extraction of **knowledge** from games. We use "knowledge" in the broadest possible sense, including but not limited to design patterns, game rules, character graphics, environment maps, music and sound effects, high-level goals or heuristic strategies, transferable skills, aesthetic standards and conventions, or abstracted models of games.

This year we had 13 submissions! 11 of which were accepted for publication and presentation. In addition to the accepted talks, we also had 2 invited talks: 1) from Alexander Zook on the topic of player behavior and automatic playtesting, and 2) from Srijan Kumar on the topic of extracting and analyzing networks of discussion interactions.

We would also like to thank and acknowledge our program committee without whom none of this would be possible!

Program Committee

Gabriella A. B. Barros	New York University
Dustin Dannenhauer	Naval Research Laboratory
Richard Freedman	University of Massachusetts Amherst
Nancy Fulda	Brigham Young University
Raluca Gaina	Queen Mary University of London
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Magy Seif El-Nasr	Northeastern University
Adam M. Smith	University of California, Santa Cruz
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Anderson R. Tavares	Universidade Federal de Minas Gerais
Emmett Tomai	University of Texas Rio Grande Valley
Vanessa Volz	TU Dortmund University
John Winder	University of Maryland, Baltimore County
Alexander Zook	Blizzard Entertainment