First of all, I would like to thank Jaap for his long-term contribution to the ICGA community. ICGA has long been an important part of the society of computer games, especially for puzzles, board and card games. I can say with confidence that ICGA played an important role in many modern AI game playing programs, the most well-known of which includes AlphaGo. It is therefore wonderful to see to the continual growth of the ICGA Journal.

It is my personal opinion that Jaap is still the best person to handle ICGA matters. However, under the previous circumstances, Jaap was seeking a new Editor-in-chief for the Journal. With strong support from Jaap and many of you, it would be my pleasure to take this responsibility in this transitional period of the journal.

We proposed a rotation of acting editors in chief every two years. I am very happy to see that there are already some candidates who share this position with me, such as Mark Winands and Tristan Cazenave, both of whom have been major contributors to our society. Of course, I welcome the addition of new candidates for this position as well. We are in the process of inviting new section editors. I am happy to report that Jiao Wang from Northeastern University in China and Tsan-sheng Hsu from Academia Sinica in Taiwan will be serving as the first two new section editors. In addition, I am also pleased that Ting han Wei joined the team to serve as the editorial manager, greatly helping the process of putting together this journal. We expect more changes and welcome more scholars to join the ranks, which will be reflected in the next issue. I look forward to working with the new editorial board in the near future.

In the past two years, we have witnessed a milestone in computer game playing technologies. Overall, I think the focus of our journal should still be on games in general, with particular emphasis on the application of AI techniques for games. As mentioned before in various publications, I still believe that games in general (rather than any specific game) are the fruit fly of AI. The recent success of AlphaGo also supports this view. It is my view that our journal must broaden its scope in two ways to meet the recent developments. On the technical side, we should anticipate and pay close attention to the advent of deep learning and reinforcement learning. On the other hand, we should also be open to other game applications to accommodate for these new techniques.

In addition to research papers, our journal can act as a comprehensive record of the various events that go on throughout the year, ideally with in-depth commentary. Particularly, we will place emphasis on all the events at the Computer Olympiad. In addition, we should strive for a wider coverage of events such as IEEE WCCI, UEC and GPW competitions. Reports on TAAI and TCGA competitions will also be continued. This way, when members of our community need to find information on the result of events, we will have a complete and easily-accessible place to do so.

We include in this issue a substantial contribution by Jean-Marc Alliot, who proposes a new ranking system for players of chess based on a Markovian interpretation of the game. The new system is able to predict the outcome of matches between players as accurately as the classic Elo rating. A very interesting point is that the new system can be applied to games where a far stronger program than humans exist. This would no doubt be interesting for more and more games, since the number of programs that outperform humans are steadily increasing.
It has been an exciting process putting together this first issue. We highly welcome contributors to submit manuscripts so that our community may continue to grow.

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