

## Editorial: Rankings and ratings

Tristan Cazenave<sup>a,\*</sup> and Mark Winands<sup>b</sup>

<sup>a</sup> *LAMSADE, Université Paris Dauphine – PSL, CNRS, Paris, France*

*E-mail: [Tristan.Cazenave@dauphine.psl.eu](mailto:Tristan.Cazenave@dauphine.psl.eu)*

<sup>b</sup> *Department of Advanced Computing Sciences, Maastricht University, Maastricht, The Netherlands*

*E-mail: [m.winands@maastrichtuniversity.nl](mailto:m.winands@maastrichtuniversity.nl)*

The scientific contribution for this issue is the article *Confirmation of the validity of the HLTV ranking* by Jan Rejthar and Vojtěch Kotrba. It deals with the HLTV ranking system used in esports and particularly in Counter Strike: Global Offensive. The authors suggest that Counter Strike may have similar skill distribution patterns to traditional sports such as tennis and that research on the ranking systems maybe of interest to other popular esports games such as Dota 2, League of Legends, Fortnite, or StarCraft II.

Next, Éric Piette, Dennis Soemers, Matthew Stephenson and Cameron Browne report on *The 2022 Ludii AI Competition*, which happened last year using the Ludii general game system to enable game programs competing against each other in three competition tracks. Finally, the last contribution of this issue is the first SSDF rating list of 2023.

The two-year term of Tristan Cazenave as acting Editor-in-Chief has ended, and he will be succeeded by Mark Winands. We hope to publish some great contributions the upcoming years!

Tristan Cazenave and Mark Winands

---

\*Corresponding author. E-mail: [Tristan.Cazenave@dauphine.psl.eu](mailto:Tristan.Cazenave@dauphine.psl.eu).