1 Summary of surveyed papers

Ref	Year	Venue	Encoding	Objective Function	Content
			GAME BITS		
[1]	2018	EvoApplications	Indirect	Direct - Theory Driven	Textures
[2]	2018	EvoApplications	Indirect	Direct - Theory Driven	Textures
[3]	2020	Multimedia Tools and Applications	Indirect	Direct - Theory Driven	Textures
[4]	2022	ToG	Indirect	Direct - Theory Driven	Textures
[5]	2012	T-CIAIG	Indirect	Interactive - Implicit	Sound
[6]	2013	PCGames	Indirect	Interactive - Implicit	Weapons
[7]	2015	CIG	Indirect	Simulation - Static	Weapons
[8]	2016	GEM	Indirect	Direct - Theory Driven	Weapons
[9]	2021	CISTI	Indirect	Direct - Theory Driven	Vegetation
			GAME SPACE		
[10]	2012	Soft Computing	Indirect	Direct - Theory Driven	Terrains
[11]	2012	CIG	Indirect	Direct - Theory Driven	Terrains
[12]	2016	EvoCOP	Indirect	Direct - Theory Driven	Terrains
[13]	2011	EvoCOP	Direct and Indirect	Simulation - Static and Direct - Theory Driven	Shooter Maps
[14]	2014	CIG	Direct	Simulation - Static	Shooter Maps
[15]	2015	CEC	Direct	Interactive - Explicit	Shooter Maps
[16]	2017	CIG	Direct	Simulation - Static	Shooter Maps
[17]	2018	TOG	Direct	Simulation - Static and Interactive - Explicit	Shooter Maps
[18]	2012	GAME-ON	Indirect	Simulation - Static	Strategic Maps
[19]	2012	EvoCOP	Indirect	Direct - Theory Driven	Strategic Maps
[20]	2013	Genet. Program. Evolvable Mach.	Indirect	Direct - Theory Driven	Strategic Maps
[21]	2013	GECCO	Direct	Direct - Theory Driven	Strategic Maps
[22]	2013	EvoCOP	Indirect	Simulation - Static	Strategic Maps
[23]	2013	LSSC	Indirect	Simulation - Static	Strategic Maps
[24]	2013	SEED	Indirect	Direct - Theory Driven	Strategic Maps
[25]	2014	Natural Computing	Indirect	Simulation - Static	Strategic Maps
[26]	2014	CEC	Indirect	Direct - Theory Driven	Strategic Maps
[27]	2014	Entertainment Computing	Indirect	Direct - Theory Driven	Strategic Maps
[28]	2015	CEC	Indirect	Direct - Theory Driven	Strategic Maps
[29]	2015	CEC	Indirect	Direct - Theory Driven	Strategic Maps
[30]	2017	CoSECivi	Indirect	Direct - Theory Driven	Strategic Maps
[31]	2018	CIG	Indirect	Direct - Theory Driven	Strategic Maps
[32]	2020	CoG	Indirect	Simulation - Static	Strategic Maps
[33]	2021	TETCI	Indirect	Direct - Theory Driven	Strategic Maps
			GAME SYSTEM		
[34]	2012	SBGames	Direct	Simulation - Static	Entity Behaviour
[35]	2013	ECAL	Indirect	Direct - Theory Driven	Entity Behaviour
[36]	2014	SBGames	Direct	Simulation - Static	Entity Behaviour
[37]	2017	GHITALY	Indirect	Direct - Theory Driven	Entity Behaviour
[38]	2017	Soft Computing	Direct	Simulation - Static	Entity Behaviour
[39]	2020	CEC	Indirect	Direct - Theory Driven	Entity Behaviour
[40]	2021	Multimed. Tools Appl.	Indirect	Interactive - Implicit	Entity Behaviour
[41]	2021	JSS	Indirect	Simulation - Static	Entity Behaviour
[42]	2021	SBGames	Indirect	Direct - Theory Driven	Entity Behaviour
[43]	2022	GECCO	Indirect	Direct - Theory Driven	Entity Behaviour
[44]	2022	CoG	Indirect	Direct - Theory Driven	Entity Behaviour
			GAME SCENARIOS		
[45]	2011	T-CIAIG	Direct and Indirect	Direct - Theory Driven and Simulation - Static	Mazes
[46]	2011	Computational Intelligence Magazine	Indirect and Direct	Direct - Theory Driven	Mazes

[47]	2011	CEC	Direct and Indirect	Direct - Theory Driven	Mazes
[48]	2011	CIG	Direct and Indirect	Direct - Theory Driven	Mazes
[49]	2012	CIG	Direct and Indirect	Direct - Theory Driven	Mazes
[50]	2015	ACALCI	Direct and Indirect	Direct - Theory Driven	Mazes
[51]	2015	CGAMES	Direct	Direct - Theory Driven	Mazes
[52]	2016	Connection Science	Direct and Indirect	Direct - Theory Driven	Mazes
[53]	2016	CEC	Direct	Direct - Theory Driven	Mazes
[54]	2018	IIAI-AAI	Direct	Direct - Theory Driven	Mazes
[55]	2013	CIG	Indirect	Direct - Theory Driven	Physics
[56]	2014	ACE	Direct	Simulation -Static	Physics
[57]	2014	CIG	Direct	Simulation - Static	Physics
[58]	2015	GCCE	Indirect	Interactive - Implicit	Physics
[59]	2016	EvoCOP	Indirect	Direct - Theory Driven and Simulation - Static	Physics
[60]	2017	T-CIAIG	Direct	Simulation - Static	Physics
[61]	2019	EvoApplications	Indirect	Direct - Theory Driven and Simulation - Static	Physics
[62]	2019	IJCCI	Indirect	Simulation - Static	Physics
[63]	2019	GECCO	Direct	Simulation - Static	Physics
[64]	2020	OLA	Direct	Direct - Theory driven and Simulation - Static	Physics
[65]	2011	T-CIAIG	Indirect	Simulation - Static	Tracks
[66]	2011	GECCO	Indirect	Interactive - Explicit	Tracks
[67]	2015	Applied Soft Computing	Indirect	Interactive - Explicit	Tracks
[68]	2016	IJEEI	Indirect	Direct - Theory Driven	Tracks
[69]	2012	PCGames PCG Workshop	Indirect	Simulation - Static	Rooms
[70]	2015	CEEC	Indirect	Simulation - Static	Rooms
[71]	2019	CoG	Direct	Simulation - Static	Rooms
[72]	2019	ICGA	Indirect	Direct - Theory Driven	Rooms
[73]	2020	Applied Soft Computing	Direct	Simulation - Static	Rooms
[74]	2020	FDG	Direct	Simulation - Static	Rooms
[74]	2020	CoG	Direct	Simulation - Static	Rooms
[75]	2020	ToG	Direct	Interactive - Explicit	Rooms
[76]	2020	AIIDE	Indirect	Direct - Theory Driven	Rooms
[77]	2021	ISSSR	Direct	Simulation - Static	Rooms
[78]	2021	NT	Indirect	Direct - Theory Driven	Rooms
[79]	2021	ToG	Direct	Direct - Data Driven	Rooms
[80]	2022	SBGames	Indirect	Direct - Theory Driven	Rooms
[81]	2022	FDG	Direct	Simulation - Static	Rooms
[82]	2022	Appliad Science	Direct	Direct - Theory Driven	Rooms
[83]	2022	SIC	Direct	Direct - Theory Driven	Rooms
[84]	2012	ICPS	Indirect	Direct - Theory Driven	Dungeon
[85]	2016	EvoCOP	Indirect	Direct - Theory Driven	Dungeon
[86]	2017	CEEC	Indirect	Direct - Theory Driven	Dungeon
[87]	2017	GECCO	Indirect	Direct - Theory Driven	Dungeon
[88]	2018	Computers	Indirect	Direct - Theory Driven	Dungeon
[89]	2018	Computation CEC	Indirect	Direct - Theory Driven	Dungeon
[90]	2018	CIG	Direct	Direct - Theory Driven	Dungeon
[91]	2018	SBGames	Indirect	Direct - Theory Driven	Dungeon
[92]	2018	ToG	Direct	Direct - Theory Driven	Dungeon
[93]	2020	Applied Intelligence	Direct	Direct - Theory Driven	Dungeon
[94]	2021	Expert Syst. Appl.	Indirect	Simulation - Static	Dungeon
[95]	2022	Applied Soft Computing	Direct	Direct - Theory Driven	Dungeon
[96]	2011	ACE	Direct	Direct -Theory Driven	Timeline
[97]	2013	CIG	Indirect	Direct - Theory Driven	Timeline
[98]	2013	DPG	Indirect	Direct - Theory Driven	Timeline
[99]	2014	EvoCOP	Indirect	Direct - Theory Driven	Timeline
[100]	2015	EvoCOP	Indirect	Simulation - Static	Timeline
[101]	2017	CSIEC	Indirect	Direct - Theory	Timeline

[102]	2018	FDG	Indirect	Direct - Theory and Simulation - Static	Timeline
[103]	2018	EECSI	Indirect	Direct - Theory	Timeline
[104]	2019	GECCO	Indirect	Simulation - Static	Timeline
[105]	2019	CoG	Indirect	Simulation - Static	Timeline
[106]	2020	JPCS	Indirect	Simulation - Static	Timeline
[107]	2020	GECCO	Direct	Simulation - Static	Timeline
[108]	2022	Genet. Program. Evolvable Mach.	Indirect	Direct - Theory Driven	Timeline
[109]	2021	GI	Indirect	Direct - Theory Driven	Stories
[110]	2021	FDG	Indirect	Direct - Theory Driven	Stories
[111]	2022	FDG	Indirect	Direct - Theory Driven	Stories
[112]	2022	FDG	Indirect	Direct - Theory Driven	Stories
[113]	2022	Entertain. Comput.	Indirect	Direct - Theory Driven	Stories
GAME DESIGN					
[114]	2014	IJAIT	Indirect	Simulation - Static	System Design
[115]	2015		Indirect	Simulation - Static	System Design
[116]	2016	EvoCOP Arxiv	Indirect	Simulation - Static	System Design
[117]	2012	EvoCOP	Indirect	Direct - Theory	Camera Control

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