



Foreword for special issue of APAL for GaLoP 2005

This special issue of the Annals of Pure and Applied Logic contains a selection of articles based on presentations made at the first *Games for Logic and Programming Languages* workshop (GaLoP), part of the European Joint Conferences on Theory and Practice of Software (ETAPS) held in Edinburgh, UK, in 2005.

The GaLoP workshop was created to provide a forum for the increasingly wide range of research using games to give an account of proofs, proof-search, and programs. The work presented at the first meeting clearly showed that the game metaphor is a rich one, providing a flexible and tractable setting in which one can understand logic and computation as a form of interaction. These ideas are continually developing; a second GaLoP took place at the 2006 Federated Logic Conference (FLoC 2006), Seattle, Washington, USA, and a third is currently being organised for ETAPS 2008 in Budapest, Hungary.

The call for papers for this issue was not restricted to work presented at the workshop, but four of the five articles included here were part of the workshop program. We would like to thank everyone who participated in GaLoP 2005 for making it the success it was, the authors for submitting their work to this issue, and the many referees who provided their opinions on these papers. We believe that games still have a great deal to offer in the analysis of logic and programs, and hope that GaLoP continues to provide a forum for such work in the years to come.

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Available online 3 December 2007

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