We, the conference Committee of the GAMEON'2008 Conference, which was held in Valencia, Spain from November 17-19, 2008, hereby declare that after a peer review

Sander Bakkes, Pieter Spronck and Jaap van den Herik

were selected with their paper entitled

Rapid Adaptation of Video Game AI

As Best Paper of the aforementioned conference

Antonio Barella Alvarez

GAMEON'2008 General Conference Chair