We, the conference Committee of the GAMEON-NA'2005 Conference, which was held in Montreal, Canada from August 22-23, 2005, hereby declare that after a peer review

Christian Thurau, Tobias Paczian and Christian Bauckhage

were selected with their paper entitled

Is Bayesian Imitation Learning the Route for Believable Gamebots?

As Best Paper of the aforementioned conference

Hans Vangheluwe   Clark Verbrugge
GAMEON'NA'2005 Conference Chair   GAMEON'NA'2005 Conference Chair