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Temperature of Placement Games

The temperature of a game gives an indication of the urgency to move in a component. In recent work with Richard Nowakowski and Carlos Santos, we introduced a technique to bound the temperature of a game based on its confusion interval. We will show how to apply this technique to placement games, such as Domineering or Snort. Further, recent progress on improving the bound will be discussed, as well as work on bounding the temperature of Snort specifically.