



CBSOFT'26

CONGRESSO BRASILEIRO DE SOFTWARE

September 8 - 11, São Paulo - SP

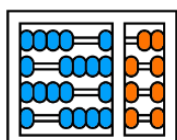
PROCEEDINGS

2nd Workshop on Software Engineering for Game Development (SE4Games 2026)

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Preface

The Proceedings of the 2nd Workshop on Software Engineering for Game Development (SE4Games 2026) compile the papers presented at the event held on September 08, 2026, in São Paulo/SP, in conjunction with the 17th Brazilian Congress on Software: Theory and Practice (CBSoft 2026). This edition includes eleven research papers — ten full papers and one short paper — selected through double-blind peer review from 21 submissions, resulting in an acceptance rate of approximately 52.4%. The Program Committee was coordinated by Andréia Formico (Unifor) and Troy Kohwalter (UFF), who organized this volume in collaboration with Vânia de Oliveira Neves (UFF), Everton Cavalcante (UFRN), Heleno de Souza Campos Junior (UFRJ), Arthur Pilone (USP), and Silvana Morita (UFGD), proceedings chairs for CBSoft 2026. The articles in this series were submitted on July 12, 2026, accepted on August 3, 2026, and had their final versions delivered on August 10, 2026.

Keynote



Dynamic Systems in Games: How AI and Modern Tools Are Shaping What Players and Publishers Want **Alexandre Costa Kikuchi**

Abstract. *Dynamic Systems in Games examines the practical integration of AI into modern game development, moving beyond industry hype to focus on strategic application. The presentation highlights how studios can navigate saturated markets by leveraging AI to streamline prototyping, quality assurance, and marketing analytics. Crucially, it argues that AI should function as an efficiency multiplier rather than a creative shortcut. By maintaining strong human oversight, prioritizing transparency with players, and actively mentoring junior developers to bridge logic gaps, studios can effectively use technology to enhance production speed while preserving the unique artistic vision that defines successful games.*

Short bio. CEO, Head of Studio, and Founder of 1M Bits Horde, with over 14 years of experience in the games and applications industry. Former Tech Evangelist and Head of Developer Advocacy for Games at Unity Technologies. He has developed more than 150 game prototypes, launched over eight games, and delivered 80+ talks at events such as GDC, Gamescom, and Unite.