

## **abstract**

COMPUTER SCIENCE/DISCRETE MATH SEMINAR, II  
Topic:

Speaker:

Affiliation:

Date:

Time/Room:

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I want to show proofs for two things: (1) what kind of complicated structures can a player build in a "generalized Tic-Tac-Toe game", and (2) how to get the "exact solutions" of infinitely many games. I'll try to illustrate the ideas on simple examples.