Themenauswahl (eigene Vorschläge sind willkommen)

- "An Algorithmic Analysis of the Honey-Bee Game"
- "Christmas Gift Exchange Games"
- "Combinatorial analysis of Tetris-like games"
- "Computational complexity of two-dimensional platform games"
- "Crossing the Bridge at Night"
- "Cryptographic and Physical Zero-Knowledge Proof Systems for Solutions of Sudoku Puzzles"
- "Die Another Day"
- "Drawing Borders Efficiently"
- "High Spies (or How to Win a Programming Contest)"
- "HIROIMONO Is NP-Complete"
- "Kaboozle is NP-complete, even in a Strip"
- "Knitting for fun: a recursive sweater"
- "Leveling-Up in Heroes of Might and Magic III"
- "Morpion Solitaire"
- "On Embedding a Graph in the Grid with the Maximum Number of Bends and Other Bad Features"
- "On The Efficient Capture Of Dangerous Criminals"
- "Phutball Endgames are Hard"
- "Puzzles, Art, and Magic with Algorithms"
- "Some Minesweeper Configurations"
- "Tetris is Hard"
- "The Ferry Cover Problem"
- "The Geometry of Carpentry and Joinery"
- "The Urinal Problem"
- "UNO is hard, even for a single player"
- "Using Coevolution to Understand and Validate Game Balance in Continuous Games"
- "When Zombies attack" (zombie infection)
- "Wooden Geometric Puzzles: Design and Hardness Proofs"
- Juggling with Pattern Matching
- Pokern per Post
- Turnier- und Sportligaplanung
- Majority Vote (Klassensprecherwahl)
- Der Pledge-Algorithmus (Wie man im Dunklen aus einem Labyrinth entkommt)
- Maximale Flüsse (Alle wollen zum Stadion)
- One Time Pad (Verschlüsselung)
- Kürzeste Wege
- Minimale aufspannende Bäume
- Mastermind
- Viterbi Kasino
- Solitär +
- Tarok
- Rasende Roboter
- Rubic Cube

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