Proximal-like games

JOCELYN BELL

Hobart and William Smith Colleges, Geneva NY, USA
bell@hws.edu

The proximal game, introduced in 2014, is a two-player infinite game played in a uniform space. It relies inherently on the uniform structure: one player chooses elements of the uniformity, while the other selects points. A winning strategy for the first player has topological implications (for example, the space must be collectionwise normal), and as such, these properties are independent of any particular compatible uniformity. I will discuss some recent progress in playing proximal-like games that are divorced from a uniform structure.