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Limited information strategies for a topological proximal game.

The proximal property was introduced by Jocelyn Bell in 2014 to generalize collectionwise normality and countable paracompactness, and was shown by the author and Gary Gruenhage to characterize Corson compactness among compact spaces. The proximal property was originally characterized by the existence of a winning strategy for the first player in a certain game played on a uniform structure inducing the topology of the space. The author will outline an analogous purely topological game which also characterizes the proximal property, as well as results related to the existence of limited information (k-Markov and k-tactical) strategies in this topological proximal game. (Received January 26, 2015)