Given $k$ colours and a graph $G$, two players Maker and Breaker play alternately. Maker tries to properly colour the graph and Breaker tries to produce a proper partial colouring that cannot be extended to a full colouring. The game chromatic number of $G$ is the minimum $k$ for which Maker has a winning strategy. The parameter was introduced by Bodlaender. As the title indicates, we study the case where $G$ is a random graph or a random bipartite graph. (Received August 07, 2005)

