

Call for Papers

ACM International Workshop on Serious Games

Multimedia Technologies to Author, Control and Evaluate
Games for Education, Sports and Health

November 7, 2014

Orlando, Florida

This workshop brings together researchers, developers and users of serious games. The worldwide interest in games has grown tremendously over the last years. Popular games have millions of users. With the growing data rate available to end users and the increasing CPU power of mobile devices, online and collaborative games are getting especially attractive. Games are also a relevant economic factor, a prospering market. They tackle a diversity of computer science research aspects, e.g., computer graphics, artificial intelligence, user interfaces and sensors, authoring and software production, human computer interaction, usability and user experience.

On the other side, game research is still in its beginning. This especially becomes true to the field of Serious Games: Here, game aspects are combined with additional technologies/concepts and 'applied' to fulfill an additional purpose 'beyond pure entertainment' (e.g. a learning, training or health effect, a behavior change in the daily lifestyle and nutrition or awareness about societal relevant topics such as politics, religion, security or energy). This nature of Serious Games results in a highly-complex and interdisciplinary environment requiring research and development methodologies 'beyond technology'. For instance, in the field of games for health, domain experts such as doctors, sport scientists, therapists etc. are involved apart from game developers and suppliers (e.g. psychologists and technicians in the field of sensor technologies relevant for the measurement of psychophysiological effects) and the end users (players, patients).

Topics

We are looking for contributions – either as paper submission or impulse statement for a practical hands-on session – in the following areas:

Game Theory and Game Technology

- Game design and development
- Cost-effective production (authoring tools, user-generated content)
- Game technology: game engines, game middleware, browser games, MMOGs, game apps for mobile phones
- Game personalization and adaptation
- Communication (among players and stakeholders, over networks)
- Innovative game interfaces (e.g., sensor technologies, game controllers)
- Emotion in games.

Best Practice and Applications

- Games for education and training
- Games for sports
- Games for health (e.g., exergames, rehabilitation games)
- Field reports
- Evaluation studies.

Each workshop contribution should be accompanied by a short video or by a live demonstration.

The workshop will begin with an invited keynote speech.

Submissions

The workshop welcomes submissions of research papers as well as impulse statements. Research papers must be no longer than 6 pages (inclusive of all figures, references and appendices). Impulse papers are 2 pages.

Paper submission page: <https://www.easychair.org/conferences/?conf=mmsg2014>

All submissions must be written in English and must be formatted according to the ACM Proceedings style. They must contain no information identifying the author(s) or their organization(s). Reviews will be double-blind. Papers and impulse statements will be judged on their relevance, technical content and correctness, and the clarity of presentation.

Review criteria and review process

Each paper will be reviewed by three experts from the program committee. Submissions are reviewed based on

- originality of the content
- quality of the content
- relevance to the theme
- clarity of the written presentation.

Publications

Accepted research papers and impulse statements will appear in the ACM Multimedia 2014 Workshop Proceedings and in the ACM Digital Library. Outstanding workshop papers will qualify for submission in extended form for a fast-track review at ACM Transactions on Edutainment or ACM Transactions on Multimedia Computing, Communications and Applications.

Registration

You are cordially invited to join the full ACM Multimedia conference Nov 3-7. Anyhow, a one-day registration for the workshop only is possible. The registration fee is 399 \$.

Organizers

Thomas Baranowski, Baylor College of Medicine, Houston, United States

Mark Claypool, Worcester Polytechnic Institute, United States

Ralf Dörner, University for Applied Sciences, Wiesbaden, Germany

Wolfgang Effelsberg, University of Mannheim, Germany

Stefan Göbel, Technische Universität Darmstadt, Germany

Florian 'Floyd' Mueller, RMIT University, Melbourne, Australia

Important Dates

March 8, 2014: Publication of the Call for Papers

~~June 1, 2014: Paper Submission Deadline~~

June 15, 2014: Extended Paper Submission Deadline

July 15, 2014: Notification of Acceptance

August 10, 2014: Camera-Ready Papers due