



2nd CALL FOR PAPERS

10th International Conference on Virtual Worlds and Games for Serious Applications

5th - 7th September 2018 Würzburg, Germany

Games and virtual worlds for serious applications have continued with their triumphant advance in 2018. Never before have they experienced more attention by society, politicians and researchers. Their success can be seen in a variety of fields, including education, medicine or engineering. This makes related research to their design, application and evaluation even more important. The conference therefore aims to provide a forum for researchers from different disciplines to share new case studies of practice, to present virtual world infrastructure developments, as well as new frameworks, methodologies and theories relevant to our community.

- AI applications for serious games
- Serious games methodologies
- User-modelling in serious games
- Pervasive gaming
- Interactivity issues
- Game design
- Alternate reality games
- Virtual environments
- Augmented reality
- Visualisation techniques
- Human-computer interaction
- Mobile games
- Education and learning
- Multimedia gaming
- Case studies in serious games and virtual worlds

Keynotes

- Prof. Dr. Kurt Squire
- Prof. Dr. Constance Steinkuehler
- Prof. Dr. Constantine Stephanidis

Submission

All papers must be submitted via our online submission system. For more info contact webchair@2018.vsgames.org, or visit our website: <http://vsgames.org/2018/>

Proceedings

All accepted papers will be published in IEEE Digital Library and will be encouraged to submit improved manuscripts to the Elsevier Journal on Entertainment Computing (pending).

Important Dates

The following are the dates of submission for the different tracks of the VS Games 2018 conference:

Full Papers (8pages): 30th April 2018

Short Papers (4pages): 30th April 2018

Poster Papers (2pages): 30th April 2018

Notification of Acceptance: 4th June 2018

Camera-ready Version: 22nd June 2018

in collaboration with

