CALL FOR PAPERS

1st IEEE International Workshop on Digital Entertainment and Creative Technology

CCNC 2008 - Satellite Workshop

January 12 2008, Las Vegas, Nevada, USA

Sponsored by the IEEE Communications Society

Computer games become increasingly important; not only in entertainment but also in serious applications. Games are being used in education, training, decisions support, communication, marketing and even as art forms. Games enable people to experience environments and situations that could never be experienced in real life, because they are too dangerous, unreachable, or simply do not exist. Games can train abilities in new, effective and enjoyable ways. And games can create new social networks in which people from all over the world meet, talk, and play together.

New technology, like faster computers and graphics cards, new interface techniques, broadband connections and mobile devices, lead to new game play possibilities. But they also put a large burden on those of us who must create such games. Players get more demanding. They expect not only realistic graphics and physics but also natural behaviour of the entities that inhibit the virtual game worlds. They expect gripping storylines that are smoothly incorporated in the game play. They expect to be challenged by game play that understands the player and automatically adapts to her abilities.

This is only achievable by hard work and new research. Research in new graphics and physics techniques, research in new forms of artificial intelligence, research in human-computer interaction, research in learning and automatic scenario design, and research in the artistic aspects of games. Fortunately digital entertainment and creative technology is nowadays considered as a serious academic domain and the number of researchers studying these topics is rapidly increasing. An excellent way to advance the state-of-the-art in digital entertainment and creative technology is to have people from all these different, multi-disciplinary areas of research meet and discuss their problems and achievements. The IEEE Digital Entertainment and Creative Technology Workshop is an excellent opportunity for this. The purpose of this workshop is to bring together academic and industry researchers, designers and computer entertainment developers and practitioners, to address and advance the research and development issues related to computer entertainment. Papers presenting original research and applications are being sought in all areas of digital entertainment and creative technology. Suggested topics include (but are not limited to):

Topics areas:

- Real-time animation and computer graphics for video games
- Distributed simulation and communication in multi-player games
- Game console hardware and software
- Psychophysics and user interfaces
- Artificial intelligence in games
- Interactive physics
- Uses of GPU for non-graphical algorithms in games
- Multi-processor techniques for games
- Speech and vision processing as user input techniques
- Development tools and techniques
- Procedural art
- Sound Design and music in games
- Mathematical Game Theory applied to video games
- Cinematography in games

- Game design and game genres
- Story structure (setting, plot, character, theme) in games
- Games (Casual, Serious, Mobile, Networked, Alternative Reality, Ubiquitous, Pervasive, etc.)
- Gamer culture and community; such as modding communities, LAN parties, creative gamer content and machinima
- Independent game developers
- Economics and business models in the game industry
- Game production pipelines
- Tools and Middleware
- Interactive Fiction

Papers Guidelines for Submission

Submitted papers must represent original material that is not currently under review in any other conference or journal, and has not been previously published.

- Paper length should not exceed five-page technical paper manuscript. Please see author information page for submission guidelines at CCNC'08 website (http://www.ieee-ccnc.org). The paper should be used as the basis for a 20-30 minute Workshop presentation.
- Papers should be submitted in a .pdf or .ps format by selecting CCNC'08 at the EDAS paper submission website (http://www.edas.info) and then selecting the workshop submission link.
- A separate cover sheet should show the title of the paper, the author(s) name(s) and affiliation(s), and the address (including e-mail, telephone, and fax) to which the correspondence should be sent.
- All accepted papers will be published in the conference proceedings
- At least one author of accepted papers is required to register at the full registration rate.

Important Dates

Paper Submission: July 22, 2007
Author Notification: September 14, 2007
Camera-ready Copy: October 12, 2007
Author Registration Deadline: October 10, 2007
Workshop date: January 12, 2008

Co-Chairs

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