

The 3rd International Conference on E-learning and Game

Edutainment 2008 (Nanjing, China)

June 16-18, 2008



CALL FOR PARTICIPATIONS

Sponsors:
VR Committee, CSIG
Zhejiang University, China

Organizer:
Edu-game Research Center of
Nanjing Normal University, China

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Ruth Aylett, Heriot-Watt University, UK
Newton Lee, ACM Computers in Entertainment, USA
Yongzhong Song, Nanjing Normal University, China

Conference co-chairs:

Jim Chen, George Mason University, USA
Ryohei Nakatsu, Kwansei Gakuin University, Japan

Invited speakers:

Newton Lee, ACM Computers in Entertainment, USA
Adrian David Cheok, NUS, Singapore

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Adrian David Cheok, NUS, Singapore
Ryohei Nakatsu, Kwansei Gakuin University, Japan

About Edutainment 2008

Edutainment 2008 is the third International Conference on E-learning and Games, which is an international forum for researchers to share their latest research output on the development and application of e-learning and digital entertainment systems. Edutainment 2008 will be held at Nanjing Normal University in June 16-18, 2008. The conference will include plenary invited talks, workshops, tutorials, paper presentation tracks and panel discussions. Three to six keynote speakers will be invited.

Call for Papers

Edutainment 2008 will cover a range of topics including:

E-Learning Platforms and Tools; Learning Resource Management; Practice and Experience Sharing; E-Learning Standards; Mobile Learning; Education and Remote Classrooms; Effectiveness of Virtual Reality for Education; Life Long Learning; Collaborative Environments; Remote Group Simulations; Collaborative Learning; Virtual Reality in Education; Game Design and Development; Game Engine Development and Customization; Game AI and Artificial Life; Game Physics; Game Rendering/Animations; Virtual Characters/Agents; Online/Mobile Game/ Video Game; Storytelling and Game Narrative; Affective Interaction in Games; Digital Museum; Digital Heritage; Animation Techniques; Augmented Reality, Mixed Reality; Vision and Imaging Technology in Games; Synergies between Digital TV and Edutainment; and any other researches dealing with a pioneered or significant development in animation, virtual reality and multimedia.

Papers accepted in the conference will be published as a volume in Lecture Notes in Computer Science, Springer. Selected papers of high quality will be published by some international journals (*IEEE CISE*, *The International Journal of Virtual Reality*, et al.). The conference will have tutorial and workshop sessions conducted by international researchers.

Important Date:

Due of Submission	December 10, 2007
Due of Review	February 15, 2008
Due of Acceptance	March 1, 2008
Due of Camera-ready	March 15, 2008
Conference	June 16-18, 2008

Conference Website: <http://edutainment2008.eegame.cn>

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