

Welcome to IEEE SeGAH 2016

4th International Conference on Serious Games and Applications for Health

May 11-13 | Orlando, FL USA

News

May 2016 - NVIDIA TitanX board (<http://www.geforce.com/geforce-gtx-titan-x/buy-gpu>) for the Best Paper at SeGAH 2016

May 2016 - SeGAH 2016 has started! ([program.html](#))

March 2016 - SeGAH 2016 Program is now available online ([program.html](#))

January 2016 - Final submission guidelines ([submissions.html](#))

January 2016 – Clint Bowers confirmed as keynote speaker

January 2016 - Online participants registration platform is now available (<http://94.126.169.90/~hawsompt/regsegah2016.php>)

December 2015 Live System Demo - Auto-Diagnostic Adaptive Precision Training for Myoelectric Prosthesis users

November 2015 - Extended Deadline for SeGAH 2016: November 30

October 2015 - SeGAH 2014 Proceedings (<http://ieeexplore.ieee.org/search/searchresult.jsp?reload=true&newsearch=true&queryText=Serious+Games+And+Applications+For+Health+.LB.SeGAH.RB.%2C+2014+IEEE+3rd+International+Conference+On>)

October 2015 - Call for submission on Elsevier for Special Issue on Serious Games and Applications for Health, is now open for SeGAH authors (<http://www.journals.elsevier.com/entertainment-computing/call-for-papers/special-issue-on-serious-games-and-applications-for-health/>)

September 2015 – Matthias Rauterberg confirmed as keynote speaker

September 2015 – The authors of SEGAH 2016 proceeding papers are invited to submit extended versions of their papers to the special issue “Serious games and Applications for Health” from the Entertainment Computing Journal (ECJ) ([scope.html#sissue](http://www.elsevier.com/locate/entcom)).

June 2015 – Future SeGAH Editions Hosting: Deadline: 20th, February, 2016

If you're interested in hosting a future edition of SeGAH, please contact the conference secretariat: segah16@ipca.pt

May 2015 – Web site launched

May 2015 – Facebook page (<https://www.facebook.com/IEEESeGAH?fref=ts>)

It is with great pleasure that we invite you to participate in the 4th International Conference on Serious Games and Applications for Health, IEEE SeGAH 2016, to be held in Orlando, at the Center for Emerging Media (<http://cem.ucf.edu/>), University of Central Florida (<http://www.ucf.edu/>), from May 11-13, 2016.

All papers presented at the conference venue will be available at the IEEE Xplorer. Proceedings will be submitted for indexation by: Thomson Reuters Conference Proceedings Citation Index; DBLP Computer Science Bibliography; Inspec

Important Dates

- **Regular Paper Submission:** November 30, 2015
- **Poster Submission (extended abstract):** November 30, 2015
- **Tutorial Submission:** November 30, 2015

- **Demo Submission:** November 30, 2015
- **Workshops Submission:** November 30, 2015
- **Authors Notification (regular papers):** January 15, 2016
- **Authors Notification (poster - extended abstract):** January 15, 2016
- **Final Regular Paper Submission and Registration:** February 5, 2016
- **Final Poster - extended abstract Registration:** February 5, 2016
- **Early Registration:** February 5, 2016

Confirmed Keynote



(http://www2.ic.uff.br/~medialab/wordpress/?page_id=10)

Esteban Clua

(http://www2.ic.uff.br/~medialab/wordpress/?page_id=10)

Esteban Walter Gonzalez Clua is associate professor and vice-director of the Computer Science Institute of Universidade Federal Fluminense, in Rio de Janeiro, Brazil. He has master and PhD degree in Computer Science at PUC-Rio. Esteban is one of the founders of SBGames - Brazilian Symposium of Digital Entertainment and Video Games (the largest conference in the subject in Latin America), is the president of the Brazilian Computing Society Game Committee and member of program committees of most of the major conferences related to Video Games. In 2007 received the prize of the personality that most contributed for the growth of the video game industry in Brazil and in 2009 and 2013 received the prize of Young Scientist of the State of Rio de Janeiro.

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Confirmed Keynote



(<http://www.idemployee.id.tue.nl/g.w.m.rauterberg/index.html>)

Matthias Rauterberg

(<http://www.idemployee.id.tue.nl/g.w.m.rauterberg/index.html>)

Matthias Rauterberg, Eindhoven University of Technology (Netherlands) received a B.S. in Psychology (1978) at the University of Marburg (Germany), a B.A. in Philosophy (1981) and a B.S. in Computer Science (1983), a M.S. in Psychology (1981) and a M.S. in Computer Science (1986) at the University of Hamburg (Germany), and a Ph.D. in Computer Science/ Mathematics (1995) at the University of Zurich (Switzerland). He was a senior lecturer for 'usability engineering' in computer science and industrial engineering at the Swiss Federal Institute of Technology (ETH) in Zurich, where later he was heading the Man-Machine Interaction research group (MMI).

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Confirmed Keynote



(<http://ucfretrolab.org/>)

Clint Bowers

(<http://ucfretrolab.org/>)

Clint Bowers is a Professor of Psychology and Co-Director of the RETRO laboratory at the University of Central Florida. Previously, he served as the Associate Dean of Research for the College of Arts and Sciences at UCF, the Interim Chair of the English Department, and the Director of the Digital Media Division of the School of Film and Digital Media. From 1991 through 1997, he progressed from Assistant Professor to Professor at UCF. He graduated with Honors from the University of South Carolina (1981); he earned a Ph.D. in Clinical and Community Psychology from the University of South Florida (1987). His recent research is in the area of technology-based teaching and training.

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Confirmed Keynote



Jan Cannon-Bowers

Jan Cannon-Bowers, Ph.D. is an applied learning scientist with over 25 years' experience conducting applied R&D aimed at improving performance in complex work environments. She has held senior positions for the US Navy, in industry and in academia, earning a reputation as an international leader in the areas of simulation and game-based training, team performance and training, training evaluation, leader behavior and decision-making, human systems integration and applying the science of learning to real-world problems. She has been principally involved in over \$50M in research funding for government and private agencies. Dr. Cannon-Bowers is currently an independent consultant specializing in applying scientifically sound solutions to improve performance in the workplace.

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Live System Demo