



# CALL FOR PAPERS

**ICCET 2019**  
**Dec 04-05, 2019**  
**Tokyo, Japan**

The International Research Conference is a federated organization dedicated to bringing together a significant number of diverse scholarly events for presentation within the conference program. Events will run over a span of time during the conference depending on the number and length of the presentations.

ICCET 2019 : International Conference on Computer Entertainment Technology is the premier interdisciplinary forum for the presentation of new advances and research results in the fields of Computer Entertainment Technology. The conference will bring together leading academic scientists, researchers and scholars in the domain of interest from around the world. Topics of interest for submission include, but are not limited to:

Technologies and Interactions  
Virtual, augmented and mixed reality  
Ubiquitous and mobile computing  
Tangible, embedded, embodied and robotic interaction  
Affective, intuitive and locative media  
Smart gadgets and toys  
Sensors, actuators and novel input and output technologies  
Multimodal and full-body interaction  
Theoretical, Social and Cultural Issues  
Ethics and values  
Aesthetics and poetics  
Game, play and media theories  
Funology, enjoyment and experience

Cultural, social and psychological studies  
Inclusivity and accessibility  
Children, adolescents and Seniors  
Design and Evaluation  
Participatory design  
Usability and playability  
Player and developer experience  
Game and media evaluation techniques  
Gamification  
Content Creation Environments  
Processes and Methods  
Avatars and character expression  
Animation  
Game development engines and frameworks