



CALL FOR PAPERS

ICACGET 2020
Feb 10-11, 2020
Barcelona, Spain

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.

ICACGET 2020 : International Conference on Advances in Computer Game and Entertainment Technology is

the premier interdisciplinary forum for the presentation of new advances and research results in the fields of Advances in Computer Game and 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:

Aesthetics	Ethics and Games
Affective Computing	Exertion Games
Animation Techniques	Interaction and Experience Design
Augmented, Mixed and Virtual Reality	Funology
Avatars and Autonomous Characters	Game Design
Children-Computer Interaction	Programming and Production
Cultural Computing	Human-Robot Interaction
Cultural Differences and Game Design	Interactive Art
Computer Games	Location-Based Entertainment
Digital Broadcasting/Podcasting	Mobile and Ubiquitous Entertainment
Educational and Fitness Games	Museum and Cultural Heritage Applications
Emerging World Entertainment Creation	Interactive Storytelling
Entertainment Design Theory	Persuasive Entertainment