



CALL FOR PAPERS

ICAMGGBLRT 2020
Feb 10-11, 2020
Kuala Lumpur, Malaysia

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.

ICAMGGBLRT 2020 : International Conference on Advances in Mobile Gaming, Games-Based Learning and 3D Rendering Technologies is the premier interdisciplinary forum for the presentation of new advances and research results in the fields of Advances in Mobile Gaming, Games-Based Learning and 3D Rendering Technologies. 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:

- Game-based learning
- Serious games
- Mobile games
- Pervasive games
- Learning models and practices with the use of games
- New technologies for game-based learning
- Virtual and augmented reality
- New interaction devices, toys, and playthings
- Simulations
- 3d rendering technologies
- Game engines and development tools

- Location-based games
- Artificial intelligence
- Educational games analytics
- Assessment and evaluation of educational games
- User experience design
- The psychology of educational games
- Gender and age issues
- Social and collaborative games
- Security and confidentiality in educational games
- Case studies in educational games
- Game development for mobile devices