



# CALL FOR PAPERS

**ICAMGGBLAI 2020**  
**Mar 05-06, 2020**  
**Rome, Italy**

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.

ICAMGGBLAI 2020 : International Conference on Advances in Mobile Gaming, Games-Based Learning and Artificial Intelligence 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 Artificial Intelligence. 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