



# CALL FOR PAPERS

**ICGE 2020**  
**Mar 23-24, 2020**  
**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.

ICGE 2020 : International Conference on Gamification in Education is the premier interdisciplinary forum for the presentation of new advances and research results in the fields of Gamification in Education. 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:

Gamification in learning and education  
Engagement and fun in learning and education  
Theories for gamification in learning and education  
Gamification strategy

Legal and ethical issues  
Gamification cases in education  
Gamification cases in STEM education  
Gamification cases in liberal arts and social science education