



# CALL FOR PAPERS

**ICCGS 2020**  
**Apr 24-25, 2020**  
**Istanbul, Turkey**

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.

ICCGS 2020 : International Conference on Games and Simulations is the premier interdisciplinary forum for the presentation of new advances and research results in the fields of Games and Simulations. 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:

Advanced Computer Game Design  
Artificial Intelligence  
Autonomous Mobile Robots  
Capture and analysis of game data  
Cognitive research of how humans play games  
Computer Games and Entertainment  
Computer Games and Simulations for Education and Exploration  
Computer Games Technology  
Computer Graphics  
Computer Science and Game Design  
Computers and Games  
Computers and video games  
Computing and Games Development

Digital Media and Games  
Game Engines and the Game Development Pipeline  
Game-playing programs for classic and modern board and card games  
Games, computers, and artificial intelligence  
Gaming and Computer-Mediated Simulations  
Human Computer Interaction  
Inquiry, discovery, exploration and experimentation  
Issues related to networked games  
Knowledge through games  
Learning Science Through Computer Games and Simulations  
Pattern Recognition  
Philosophical knowledge of games  
Scientific contributions produced by the study of games