



CALL FOR PAPERS

ICESGD 2020
Oct 29-30, 2020
Los Angeles, USA

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.

ICESGD 2020 : International Conference on eSports and Game Design is the premier interdisciplinary forum for the presentation of new advances and research results in the fields of eSports and Game Design. 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:

- Electronic sports
- Electronic sports tracking and coaching system
- Online video games
- Global tournaments
- Professional leagues
- Video game design
- Spectator mode
- Online
- Local area network

- Tournaments
- Teams and associations
- Ethics
- Performance-enhancing drugs
- Player exploitation
- Media coverage
- Internet live streaming
- Possible future development and technology