



CALL FOR PAPERS

ICCGEST 2021
Apr 29-30, 2021
Jerusalem, Israel

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.

ICCGEST 2021 : International Conference on Computer Game Engineering and Simulation Technology is the premier interdisciplinary forum for the presentation of new advances and research results in the fields of Computer Game Engineering and Simulation Technology. 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:

Computer games and software engineering	Game animation
Game software architecture design	Mobile and ubiquitous games and entertainment
Game programming	Game tools and technologies
Game technologies	Usability and playability
Research methods for gaming innovations	User/player centered design
Game engineering and industry	Computer game engineering
Computer games and entertainment	Computing and mathematical content
Design and development structures, techniques and methodologies	Information systems
Entertainment technologies	Mathematics engineering
Development methodologies	Systems engineering and physics
Design issues and special effects	