

## Call for paper in International Serious Games symposium 2019



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Serious games are a key part of the digital games industry and consider as an effective tool for education, advertising, healthcare, and so on. Although designing a serious game requires some important aspects of technical knowledge, it also needs specific scientific knowledge about the the serious aim of the game and because of that, it is important to consider both sides of the academia and industry for developing it.

### 1 International Serious Games Symposium 2019

DIREC as the secretariat of SeGaP has the experience of holding Digital Games Research Conference (DGRC) for two years in a row. To focus more precisely on the SGs subject, DGRC scientific committee has decided to hold the 3rd conference in the especial field of SGs, with the new title: "Serious Games Symposium". SGS2019 is holding internationally to promote workshops and scientific papers of serious game studies.

### 2 SGS2019 Tracks:

Papers should cover the topics which are related to the field of serious games. The tracks of SGS2019 are inspired by the international related events and the potential topics include:

#### A. Technology track:

- Architectures and Algorithms for SGs
- Artificial intelligence and machine learning for SGs
- Balancing and Dynamic Difficulty
- Big data for SGs
- Computer Graphics & Visual Effects
- Emotions and Affective Interaction
- Human-Computer Interaction for SGs
- Interactive narrative and digital storytelling
- Interoperability and standards
- Modeling and simulation
- Privacy

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- Procedural Content Generation (PCG)
- Quality assessment for SGs
- Security & privacy
- Social computing
- Technological support for collaborative games
- User Experience and User Interface (UX, UI)
- Virtual, Augmented and Mixed Reality (VR, AR, MR)
- Wearable Technologies
- B. Cognitive Science track:**
  - Cognitive processing in SGs
  - SG for Cognitive disorders
  - Cognitive Architecture in SG design and development
  - Neuroscience in SG
- C. Pedagogical foundations track:**
  - Pedagogical theories in the field of SGs
  - Support for educators and trainers
  - Support higher-order thinking through serious games
- D. SGs mechanics and design track:**
  - Mapping pedagogical goals & principles into SGs mechanics
  - Design of score, rewards, achievements, and related interfaces
  - Ubiquitous/pervasive gaming
  - Support for educators and trainers
  - Balancing realism, engagement, learning and entertainment
  - Collaboration, cooperation, & participatory design of SGs
- E. Application track:**
  - Case studies on developing/deploying serious games in application domains such as tourism, advertising (advergaming), education, skill learning, healthcare, well-being, prosocial behaviors, and ETC.
  - User studies applying serious games in the above domains, studying effectiveness for learning/training
  - Understanding how, when, with whom, for what to use serious games
  - Verification of learning transfer
  - Study of the long-term impact
  - Assessing personal abilities through serious games
- F. Policy-making, Management, & Business track:**
  - Policy instruments and measures to empower the SG developers
  - Policies for education & training in kindergartens, schools, and universities in the field of SGs

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- Models for especial serious game accelerators & incubators
- Serious games market studies
- Business models for SGs

### 3 Submission Guideline:

- The deadline for full paper submission is November 21, 2019.
- All the documents will be accepted just in English.
- The papers must be written up in IEEE template ([Click here to download the paper template](#))
- The submitted papers must be written up to the maximum of 12 pages in the introduced template.
- Accepted papers will be scheduled for either oral presentation or poster presentation.
- Papers which contain plagiarism will omit from the review process, and the authors will not be able to submit any article again.
- In addition to the cash prize (10 Million Tomans overall), selected papers will be presented on the symposium presentation day.

It must be noted that the accepted English papers of DGRC2018 got indexed in IEEE Xplore Digital Library ([Click here](#)). The secretariat of SeGaP2019 is going through the procedure to get the indexing for SGS2019.

### 4 How to apply, register, and contact us:

- For submitting papers in SGS2019: [www.segap.ir/en](http://www.segap.ir/en)

Digital Games Research Center (DIREC) is the secretariat of SeGaP. For any further question, use one of the followings:

Website: [www.direc.ir](http://www.direc.ir)

Address: Floor 4, No 32, Golzar St, Zirak Zadeh St, Varavini St, Soleyman Khater St, Mottahari St, Tehran, Iran

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