

Call for Papers:

The Fourth Australasian Conference on Interactive Entertainment, 2007

3-5 December, 2007

Storey Hall, RMIT University,
Melbourne, Australia

<http://www.ie.rmit.edu.au>

Submission Dates:

- Proposals for Panels: closed
- Full Papers (max 8 pages): extended to 23rd July 2007
- Short papers (max 3 pages): extended to 23rd July 2007
- Demos and works of art: (proposal in the form of a short paper) 23rd July

Full and short papers will be refereed by an international program committee for publication in the conference proceedings. Accepted papers will be archived in the ACM Digital Library.

Introduction

The Australasian Conference on Interactive Entertainment is a cross-disciplinary conference that brings together researchers from artificial intelligence, cognitive science, media studies, drama, HCI, psychology, interactive media, cultural studies, graphics, audio, as well as researchers from other disciplines working on new game specific technologies or providing critical analysis of games and interactive environments.

In an epoch marked by convergence, cross-platform media and the rise of social software/ networks, how are the digital industries – most especially gaming – being transformed? What types of new genres and modes of interactivity are evolving? And how are these social technologies informed by cultural context? The 2007 *Interactive Entertainment* conference considers the difference between convergence as rhetoric and practice, imaginary and reality.

The conference will accept innovative submission types that present new scientific ideas, improvements to existing techniques or provide new ways of examining, designing and using computer games. All full paper and short paper submissions will be peer-reviewed by an international program committee.

Authors of selected IE2007 papers will be invited to revise and expand their submission for submission to a special issue of the *Journal of Game Development*. These expanded versions would be subject to the journal's existing review process.

Topics of interest

The papers and presentations should include original and unpublished contributions. Suggested research topics include but are not limited to:

- Artificial Intelligence
- Augmented, Virtual and Mixed Reality
- Art, Design and New Media
- Convergence and cross-platform media
- E-learning and the roles of games in pedagogy
- Technology, co-presence and place
- Pervasive (location aware) mobile technologies
- Policy and legislative responses to mobile and locative media
- Cultural and Media Studies on Computer Games
- Education, Training, and Edutainment Technologies
- Graphics/Animation Techniques
- Interactive Digital Storytelling
- Mobile Media
- The rise of social software and networking (technical and social)
- Sound and Music

Further information:

- Please see the web site: <http://www.ie.rmit.edu.au>
- Inquiries should be forwarded to: ie2007@ieconference.org