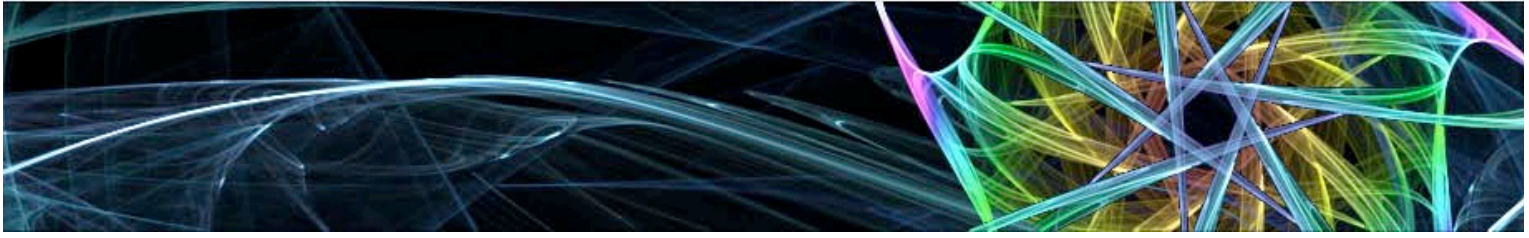


AUSTRALASIAN CONFERENCE ON
**INTERACTIVE
ENTERTAINMENT 08**

DECEMBER 3 - 5 : BRISBANE, AUSTRALIA



Call for Papers

IE2008

The Fifth Australasian Conference on Interactive Entertainment

Key dates:

- Long (up to 10 pages) and short papers (up to 6 pages) submission: **June 20th 2008**
- Demonstration abstracts (up to 3 pages): **14th July 2008**

The Australasian Conference on Interactive Entertainment (<http://ieconference.org/ie2008/>), in its fifth year, is a cross-disciplinary conference that brings together researchers from artificial intelligence, audio, cognitive science, cultural studies, drama, HCI, interactive media, media studies, psychology, computer graphics, as well as researchers from other disciplines working on new interactive entertainment specific technologies or providing critical analysis of games and interactive environments.

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

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The papers and presentations should include original and unpublished contributions.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
- Security (technical and social)
- The rise of social software and networking (technical and social)
- Sound and Music

Demonstrations/Works

Demos might include interactive art works, playful exploration of interactive interfaces, tangible interfaces, innovative independent games, interactive entertainment toolkits, works in progress.

Submission Procedure

All papers will be peer reviewed and evaluated on originality, significance, technical contribution and accepted papers will be published in the proceedings.

Panels: We invite the submission of proposals for thematic panel discussions. Panels may take a variety of forms including, but not limited to, led discussion around a topic or issue from a panel of experts, thematically linked papers, demonstration of original and interesting interactive environments, workshops. Papers to be included in the conference proceedings will be reviewed according to the standards of the conference.

To prepare your paper for submission, please follow these instructions carefully.

1. Download copy of Call for Papers
2. Download the style file or template from <http://www.acm.org/sigs/pubs/proceed/template.html>. Use only the template fonts and styles.
3. Prepare a PDF version of your paper PDF see <http://createpdf.adobe.com/> to convert from Word format if necessary.
4. Submit the PDF version of your paper through the paper submission web-site at: <http://www.ieconference.org/submission/>
5. You will get a confirmation of receipt within 48 hours. If you do not receive a confirmation, please contact the conference chair
6. Register for IE2008. At least one author must be registered before the camera ready deadline for your paper to appear in the proceedings.

Please Note:

IE2008 will not accept any full or short paper, which, at the time of submission, is under review for or has already been published or accepted for publication in a journal or another conference. This restriction does not apply to submissions for workshops and other venues with a limited audience.

General inquiries should be forwarded to: (ie2008@ieconference.org)

IE2008 Conference Chair: Ruth Christie (QUT).

IE2008 Program Committee Chairs: Gavin Sade (QUT) and Yusuf Pisan (UTS)