

INTERACTIVE ENTERTAINMENT 2014

Fun and Games

IE2014

Interactive Entertainment is Australasia's longest running games and digital entertainment conference. IE2014 marks the 10th anniversary of the conference which is hosted this year by the University of Newcastle, Australia.



IE2014 welcomes scientists, designers, artists, technicians, students, industry and academics from across the spectrum. We encourage contributions from fields as diverse as computer science, social science, design, communication, media studies, music, engineering, health and mathematics. Anyone interested in the myriad of technologies and issues that impact on interactive entertainment and computer games are encouraged to come along and share their discipline's perspective on "Fun and Games".

Topics

For IE2014, we hope to see papers that explore the following questions:

- How do we make interactive entertainment fun?
- What makes people engage and immerse themselves in game worlds?
- What do people learn from games?
- What is the relationship between games, fun and creativity?
- Are serious applications of games still fun?

heuristic methodologies
control and evaluation
design practices/methods
design history
transmedia
experience measurement
dynamic difficulty balancing
core mechanics
discussions on narrative
networking models

game physics
game graphics
sound design
artificial intelligence
user interface design
serious games
exergaming
development processes
evaluation methodologies
creativity in games

experimental gameplay forms
advances in mobile games
virtual reality
interactive simulation
interactive film
animation in games
history of interactive media
commercial concerns
case studies
games thinking not listed here

Submissions

Papers will be accepted in the following categories: Regular papers (7-10 pages), Short papers (3 pages), Demo submissions (1 page) and Exhibition submissions (1 page). All papers will be double-blind peer reviewed. Accepted papers will be published in the IE2014 Conference Proceedings and included in the ACM Digital Library.



Conference Dates: 2-3 December, 2014
Paper Submissions: 31 August, 2014
Website: <http://ieconference.org/ie2014/>