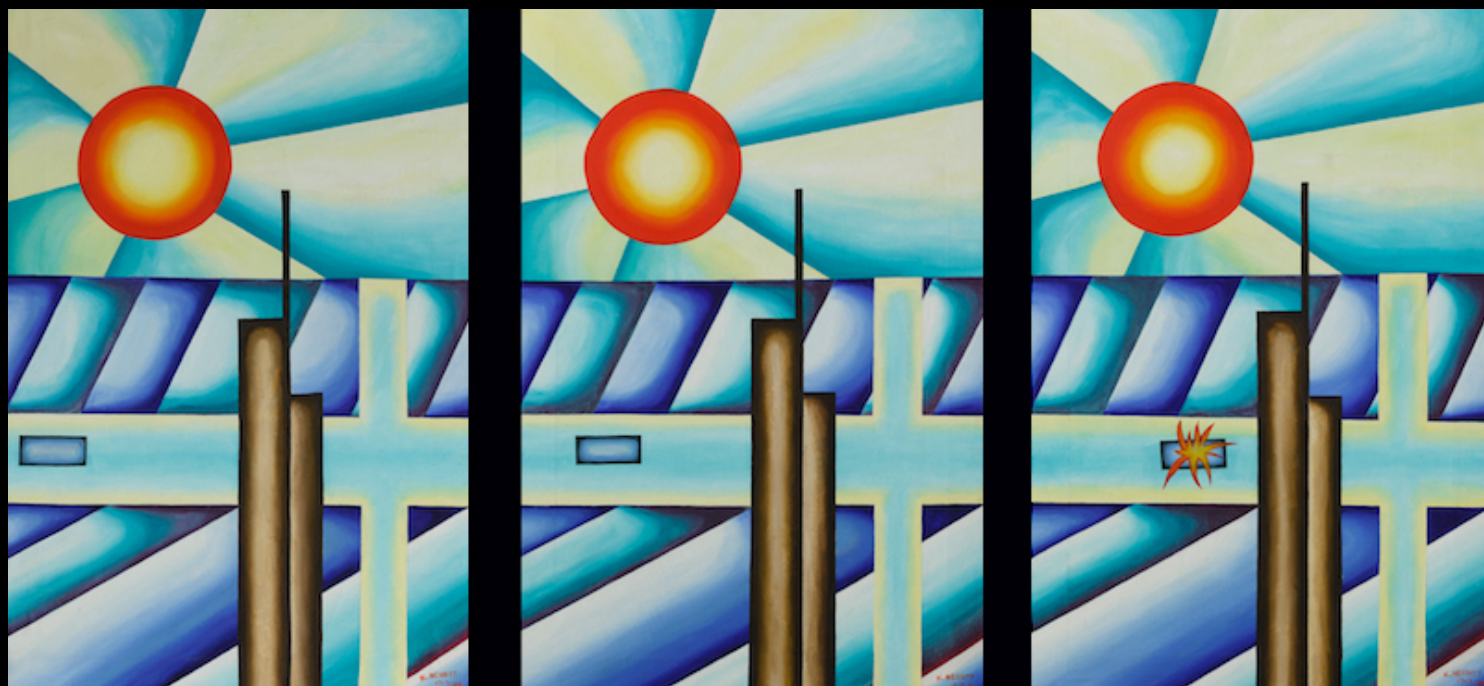# Interactive Entertainment 2016: *Different Perspectives*

Call for Papers

Interactive Entertainment is Australasia's longest running games and digital entertainment conference. The twelfth series of the conference will be held **2-5 February 2016** as part of the **Australasian Computer Science Week (ACSW 2016)** - http://cs.anu.edu.au/conf/acsw2016/. ASCW 2016 will be hosted at Australian National University (ANU) in Canberra, Australia. Registration for IE2016 will enable delegates to attend sessions in any conference participating in ACSW.

IE2016 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 thoughts on "Different Perspectives" in Interactive Entertainment.

Topics

heuristic methodologies	game physics	experimental gameplay forms
control and evaluation	game graphics	advances in mobile and portable games
design practices and method	sound design	virtual reality
design history	artificial intelligence	interactive simulation
transmedia	user interface design	interactive film
experience measurement	serious games	animation in games
dynamic difficulty balancing	exergaming	history of interactive media
core mechanics	development processes	commercial concerns
discussions on narrative	evaluation methodologies	case studies on interactive applications
networking models	creativity in games	games thinking not listed here

Key Dates

Full Paper Submission: 14th August 2015
Author Notification: 25th September 2015
Camera-ready/Registration: 26th October 2015

Paper Submission and Publication

Papers must not exceed 10 pages for full papers or 4 pages for short papers. The proceedings of this event will be published by the ACS as **Volume 1??, Interactive Entertainment 2016** in the CRPIT Series. The formatting requirements and resources for authors can be found on the CRPIT Authors Page.

Submission

Submission to IE2016 will be electronically only via EasyChair. The online submission system can be accessed HERE