

Call for Contributions

Submission:

1. Inform the Chairs: with the Title of your Contribution

2. Submission URL:

<https://www.iariasubmit.org/conferences/submit/newcontribution.php?event=CENTRIC+2018+Special>

Please select Track Preference as **G@C**

Special track

G@C: Games@Centric

Chair and Coordinator

MSc. Aslihan Tece Bayrak, Media Design School, Auckland, New Zealand

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along with

CENTRIC 2018, The Eleventh International Conference on Advances in Human-oriented and Personalized Mechanisms, Technologies, and Services

<http://www.iaria.org/conferences2018/CENTRIC18.html>

October 14, 2018 to October 18, 2018 - Nice, France

“Play is the highest form of research” –Albert Einstein

Games are inherently player centric; therefore, player’s perspective and involvement for the intended experience carries a high value for the success of a game. From this central role of the player comes the power of games to educate, rehabilitate, recreate and rejoice with entertainment.

Originating from human-oriented and user-centric focus of CENTRIC, this special track invites studies on games with a special purpose for which games become tools of a user-centred innovation. We hope to see submissions for studies that explore games to empower people while also transforming the play experience from entertainment to learning, understanding, empathy, therapy, relaxation etc.. This exploration falls under the umbrella of recent games research fields such as games for health/rehabilitation/therapy, games for learning, games for empathy, games for social innovation etc.

The focus of contributions could include, but is not limited to; game design, development methods, UX and UI techniques, evaluation approaches, novel interaction modalities, platforms and/or controllers as well as special study designs, analysis for socio-cultural context of games for impact, demographics and persona studies, ethical studies for the aforementioned research fields.

Under the umbrella of games with special purposes, **a set of subtopics including** but not limited to the following are listed below:

- Games for health/rehabilitation/therapy
- Games for learning
- Games for empathy
- Games for social innovation
- Game design, study design, interaction design, UX and UI
- Evaluation approaches, suitability and quality measures
- Novel interaction modalities, platforms and/or controllers
- Analysis for socio-cultural context of games for impact
- Demographics and persona studies for special populations

- Exploration on morality, ethics and ethical implications for games with special purposes

Important Deadlines

- Inform the Chair (see Contacts below): as soon as you decide to contribute
- Submission: ~~June 28~~ **September 5**
- Notification: ~~July 28~~ **September 20**
- Registration: ~~August 11~~ **September 30**
- Camera ready: ~~August 22~~ **September 30**

Contribution Types

- Regular papers [in the proceedings, digital library]
- Short papers (work in progress) [in the proceedings, digital library]
- Posters: two pages [in the proceedings, digital library]
- Posters: slide only [slide-deck posted on www.iaia.org]
- Presentations: slide only [slide-deck posted on www.iaia.org]
- Demos/Tools: two pages [posted on www.iaia.org]

Paper Format

- See: <http://www.iaia.org/format.html>
- Before submission, please check and comply with the editorial rules: <http://www.iaia.org/editorialrules.html>

Publications

- Extended versions of selected papers will be published in IARIA Journals: <http://www.iaiajournals.org>
- Print proceedings will be available via Curran Associates, Inc.: <http://www.proceedings.com/9769.html>
- Articles will be archived in the free access ThinkMind Digital Library: <http://www.thinkmind.org>

Paper Submission

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Registration

- Each accepted paper needs at least one full registration, before the camera-ready manuscript can be included in the proceedings.
- Registration fees are available at <http://www.iaia.org/registration.html>

Contacts

Chair: Aslihan Tece Bayrak, tece.bayrak@mediadesignschool.com

CENTRIC logistics: steve@iaia.org