



IDGEI 2015

3rd International Workshop on Intelligent Digital Games for Empowerment and Inclusion

in conjunction with International Conference on Intelligent Interfaces (IUI 2015)



Atlanta, GA, USA
March 29, 2015

Call for Papers - Dates

Full Paper Submission: *February 16, 2015*

Acceptance Notification: *February 27, 2015*

Final Paper Submission: *March 10, 2015*

Workshop Day: *March 29, 2015*

idgei2015.joanneum.at

The Workshop

Digital Games for Empowerment and Inclusion possess the potential to change our society in a most positive way by preparing selected groups in a playful and fun way for their everyday life's social and special situations. Exemplary domains span as far as from children with Autism Spectrum Condition to young adults preparing for their first job interviews or migrants familiarizing with their new environment. The current generation of such games thereby increasingly demands for computational intelligence algorithms to help analyze players' behavior and monitor their motivation and interest to adapt game progress. The development of such games usually thus requires expertise from the general gaming domain, but in particular also from a game's target domain, besides technological savoir-faire to provide intelligent analysis and reaction solutions.

Suggested workshop topics include, but are by no means limited to: Machine Intelligence in Serious Games, Mobile and Real-World Serious Gaming, Emotion & Affect in Serious Games, Player Behaviour and Attention Modelling, Player-Adaptation and Motivation, Security & Privacy Preservation, Novel Serious Games, User Studies & Tests of Serious Games.

Objectives

IDGEI 2015 aims at bridging across these communities and disciplines by inviting respective researchers and experts to discuss their latest perspectives and findings in the field of Intelligent Digital Games for Empowerment and Inclusion. Predecessor workshops are the [IDGEI 2013](#), at FDG in Chania, Greece, with [open access proceedings](#), and [IDGEI 2014](#), at Haifa, Israel.

Organisers

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Keynotes

James C. Lester *North Carolina State University, NC, USA*

James M. Rehg *Georgia Institute of Technology, GA, USA*

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Program Committee

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Authors

Full papers must not exceed **8 pages** in length. Short papers must not exceed **4 pages** in length. All submissions must be in PDF format, and comply with the ACM proceedings HCI Archive Format using one of the official templates at [IUI 2015 homepage](#). Papers will be published in a [CEUR workshop proceedings](#) volume. The **IDGEI Best Paper Award** will be provided to the best scientific contribution.

ASC-Inclusion



Interactive Emotion Games

