VGDMT 2018

Special Session on Video Game Development Methods and Technologies

at the 11ᵗʰ International Conference on Multimedia & Network Information Systems (MISSI 2018)

Wrocław, Poland, September 12-14, 2018

Conference website: https://missi.pwr.edu.pl/

Special Session Organizers

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Objectives and topics

Video games have always been connected with and maybe event dependent on computer science. Today video game industry is considered to be bigger than movie industry. Yet there is still little cooperation between the game industry and computer science. This session's purpose is to integrate academic and business efforts in developing next generation gaming technology and content. It is also about mutual introduction to the new technology that may be applied to video game development - on one side; and to new methods and algorithms, e.g. for artificial intelligence - on the other.

The scope of the VGDMT 2018 includes, but is not limited to the following topics:

- Gameplay Design
- Level Design
- Artificial Intelligence
- Programming techniques
- Software frameworks, engines, middleware
- Virtual and Augmented Reality
- Game controllers and input technologies
- Computer Graphics
- 3D Animation

Important dates

Submission of papers: **6 May 2018 (Final / Firm / STRICT!)**
Notification of acceptance: **24 May 2018**
Camera-ready papers: **31 May 2018**
Registration & payment: **31 May 2018**
Conference date: **12-14 September 2018**

Special Session Program Committee

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Marcin Janus, The Knights of Unity, Poland
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Submission

All contributions should be original and not published elsewhere or intended to be published during the review period. Authors are invited to submit their papers electronically in pdf format, through EasyChair. All the special sessions are centralized as tracks in the same conference management system as the regular papers. Therefore, to submit a paper please activate the following link and select the track: ***VGDMT 2018: Special Session on Video Game Development Methods and Technologies***

https://easychair.org/conferences/?conf=missi2018

Authors are invited to submit original previously unpublished research papers written in English, of up to 10 pages, strictly following the LNCS/LNAI format guidelines. Authors can download the Latex (recommended) or Word templates available at Springer's web site. Submissions not following the format guidelines will be rejected without review. To ensure high quality, all papers will be thoroughly reviewed by the MISSI 2018 Program Committee. All accepted papers must be presented by one of the authors who must register for the conference and pay the fee. The conference proceedings will be published by Springer in the prestigious series LNCS/LNAI (indexed by ISI CPCI-S, included in ISI Web of Science, EI, ACM Digital Library, dblp, Google Scholar, Scopus, etc.).