



12th International Conference on Multimedia & Network Information Systems

26-28 August 2020, Paris, France



VGDMT 2020

Special Session on Video Game Development Methods and Technologies

at the 12th International Conference on Multimedia & Network Information Systems (MISSI 2020)

Paris, France, August 26-28, 2020

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

Special Session Organizers

Maksymilian Górski

Dolby, Poland

E-mail: maksymilian.gorski@dolby.com

Marek Kopel

Wrocław University of Science and Technology, Poland

E-mail: marek.kopel@pwr.edu.pl

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 2020 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: **15 March 2020**
Notification of acceptance: **20 April 2020**
Registration & payment: **10 May 2020**
Camera-ready papers: **15 May 2020**
Conference date: **26-28 August 2020**

Program Committee

(to be invited)

Maksymilian Górski, Dolby, Poland

Marek Kopel, Wrocław University of Science and Technology, Poland

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 2020: Special Session on Video Game Development Methods and Technologies.***

<https://easychair.org/conferences/?conf=missi2020>

Authors are invited to submit original previously unpublished research papers written in English, of up to 10 pages, strictly following the AISC format guidelines. Authors can download the Latex (recommended) or Word templates available at [Springer's website](#). Submissions not following the format guidelines will be rejected without review. To ensure high quality, all papers will be thoroughly reviewed by the VGDMT 2020 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 AISC (.Advances in Intelligent Systems and Computing).