



INTERACCION 2014

XV International Conference on Human Computer Interaction

10-12 September, 2014

Puerto de la Cruz, Tenerife, España

<http://interaccion2014.ull.es>

Special Track “Serious Games”

Theme and scope

Games are structured contexts where players have clear objectives, with victory as end goal. In a game, players must overcome challenges and face opponents (real or game characters) but always respecting a clearly-defined set of rules. Failure to follow these rules implies a punishment or penalty. Games can involve one player acting alone, two or more players acting cooperatively, or players or teams of players competing between themselves. Games can offer an incredibly immersive and engaging environment where users ‘learn by doing’ and from their own mistakes in a controlled environment that is able also to improve teamwork, social skills, leadership and collaboration.

Serious Games focus on the design, development, use and application of games for purposes other than entertainment. Education and training represent the main areas of application of Serious Games but they have been used, with success, for health, research, emergency planning, advertisement and military purposes. The most striking effect in the use of Serious Games is an increased motivation and engagement. As such, Serious Games require specific design, recreating real scenarios through interactive and/or immersive environments.

However, in spite of the existing evidence of success, there is still a limited use of Serious Games. This has mainly to do with social concerns and stereotypes about the relation of games and serious purposes. Other issues relate to physical and cost barriers, hardware and license cost, access (for online games), maintenance and support. But this limited use is also related to the lack of extended evidence of effective application.

This Special Track is a multidisciplinary approach to the presentation of research, theory, application, practice and validation in the field of Serious Games for any level and any area. As such it will cover areas like cognition, psychology, technology-enhanced education, evaluation and assessment, multimedia and information technology.



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Topics

We invite submissions that deal with issues including, but not limited to:

- Technology, tools and systems for Serious Games
 - Game platforms, toolkits, frameworks, engines, APIs and libraries
 - Game interfaces (input devices, speech, gestures)
 - Content generation tools
- Immersive Environments, virtual environments, virtual reality, augmented reality, mixed reality use for Serious Games
- Games for education and training
- Games for emergency and disaster management, crowd simulation, crime scene investigation
- Games for health, medical training, therapy
- Games and art
- Serious Games for other purposes
- Games for science and research
- Game platforms
 - Online, Multi-user games
 - Games for mobile, handheld, and connected systems
- Game Security and Networking
- Future Issues of Serious Games
- Accessibility and inclusive design for Serious Games
- Serious games design
- Gaming communities, games and society
- Evaluation of Serious Games

Important dates

- Submission deadline: May 16, 2014
- Author notification: May 30, 2014
- Camera-ready papers due: Jun 13, 2014
- Conference dates: Sep 10-12, 2014



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Program Committee

Carlos Vaz de Carvalho, Instituto Superior de Engenharia do Porto, Portugal

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Olivier Heidmann, University of Thessaly, Greece

Nick Kearney, Andamio Education and Technology S.L., Spain

Submission Guidelines

All contributions will be reviewed by a “double-blind” paper evaluation method. Authors are kindly requested to send the paper without any reference to any of the authors. So, please, remove the author’s personal details, the acknowledgements section and any reference that may disclose the author’s identity. Papers not satisfying these conditions will be rejected without reviews. All contributions will be written following the ACM template. The first anonymous version must be submitted in PDF. Authors should submit an original paper written in Spanish, Portuguese or English in any of the following submission categories:

- Full papers (8 pages)
- Short papers (4 pages)

Full Papers: Full papers should describe original work that have not previously been published and provide significant results of scientific research. Presentation time for full papers will be 15 minutes plus 5 minutes for questions. These papers are assigned a 8-page limit in the conference proceedings.



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Short Papers: Short papers should describe innovative work in progress, without significant results yet, that contribute to well-founded research. Presentation time for short papers will be 10 minutes plus 5 minutes for questions. These papers are assigned a 4-page limit in the conference proceedings.

Publications

All papers accepted for the conference will be published in the conference proceedings under ISBN, on CD-ROM support, as long as the camera-ready submission, registration and copyright document have been received. The conference proceedings will be submitted for indexation by Thomson Reuters Conference Proceedings Citation Index (ISI), INSPEC, DBLP and EI (Elsevier Index).

Accepted full and short papers written in English will be published entirely in the ACM Digital Library. Those accepted papers written in Spanish or Portuguese will have to submit a 2-pages extended abstract in English to be published in the ACM Digital Library.

A selection of best papers from INTERACCION 2014 will be proposed to be submitted as an extended version for a special issue of an international journal indexed by ISI Thomson's Journal Citation Report (JCR) to be specified later.

Conference Submission System

Papers should be submitted electronically via the [EasyChair](#) web-based submission system.

Sponsor

This Special Track is sponsored by SEGAN-Serious Games Network.

