6th International Conference on Foundations of Digital Games (FDG 2011)

Bordeaux, France
June 28 - July 1, 2011
http://www.fdg2011.org
— Call for Papers —

1. OBJECTIVES

The goal of the Foundations of Digital Games conference is to advance the scientific understanding of digital games, with an emphasis on substantial, evidence-based contributions to both the theory and practice of game design, engineering and applications. The 2011 conference will include presentation of peer-reviewed papers and posters, invited talks and panels by academic and industry leaders, workshops and hands-on tutorials.

2. IMPORTANT DATES

- Website open for submissions:
  3 January 2011

- Paper and poster submissions due:
  16 February 2011

- Paper and poster author notification:
  27 April 2011

- Paper and poster camera-ready due:
  10 May 2011

3. CONTENT AREAS

Digital games are highly interdisciplinary. We therefore welcome submissions on a wide range of topics overlapping computer science, the social sciences, humanities and design, as long as there is a substantial and novel impact on digital games. These topics (in alphabetic order) include, but are not limited to:

Artificial Intelligence
 e.g., machine-learning or goal-based approaches to implementing NPCs or dynamic difficulty adjustment

Curriculum
 e.g., game development courses, game development in computer science courses

Design
 e.g., case studies of novel designs, new methodologies and theoretical frameworks

Game Studies
 e.g., empirical studies of player experience, social, economic and cultural interpretations, entertainment psychology

Graphics
 e.g., new modelling and rendering techniques, special effects

Interactive Storytelling
 e.g., story generation, drama management, digital characters.

Mobile
 e.g., smart phones, location-based games, augmented reality

Networking
 e.g., performance, security, latency, architectures

Serious Games
 e.g., for health, education, advertising, social change

Social Games
 e.g., technology, psychology and business models of

Tools
 e.g., game engines, tools for game development, content authoring, hosting

User Interface
 e.g., virtual and augmented reality, tangible interfaces, speech, brain

We also expect submissions which overlap topics, such as a tool for developing game AI, or an empirical study of game education.

4. SUBMISSIONS GUIDELINES

All paper and poster submissions will be rigorously peer reviewed for their significance, clarity and relevance to the advancement of the scientific and scholarly understanding of games. All full papers must describe a completed unit of work and include evaluation of the ideas presented. Poster submissions should describe novel work in progress that is not at the same level of maturity as a full submission.

Full papers must not exceed **eight pages**, but can be shorter. We will review for quality not length!

Poster submissions must not exceed **three pages**.

All submissions must be submitted via:
http://fdg2011.confmaster.net

All submissions must comply with the official ACM proceedings format using one of the templates provided at: http://www.acm.org/sigs/pubs/proceed/template.html

All accepted paper and poster submissions will be published in the conference proceedings. For a paper or poster to appear in the proceedings, at least one author must register for the conference by the deadline for camera-ready copy submission.

All papers, posters, and doctoral consortium publications from FDG 2011 will be included in the ACM Digital Library.

Submissions must not have been published previously. In addition, a submission identical to or substantially similar (or even a subset or superset) in content to one submitted to FDG should not be simultaneously under consideration at another conference or journal during the entire FDG review process (i.e., from the submission deadline until the notifications of decisions are emailed to authors).

5. COMMITTEES

General Chair
Marc Cavazza
Teesside University, UK

Program Co-Chairs (chairs@fdg2011.confmaster.net)
Katherine Isbister
Polytechnic Institute of New York University, USA

Charles Rich
Worcester Polytechnic Institute, USA

Senior Program Committee
In order to guarantee the highest possible quality meeting, we have instituted a rigorous peer-review process led by our distinguished senior program committee below. When you submit a paper, it will be assigned to the most appropriate senior program committee member below, who will then choose and supervise reviewers best suited to appreciate the contribution of your work.

Tiffany Barnes
University of North Carolina at Charlotte, USA
(serious games, social games, curriculum, user interface)

Patrick Baudisch
University of Potsdam, Germany
(user interface, mobile)

Mark Claypool
Worcester Polytechnic Institute, USA
(networking, mobile, tools)

Stephen Jacobs
Rochester Institute of Technology, USA
(curriculum, design, tools)

Elly Konijn
VU University Amsterdam, The Netherlands
(game studies, serious games, social games)

Zoran Popovic
University of Washington, USA
(graphics, serious games, social games, artificial intelligence)

Ben Sawyer
Digitalmill, USA
(serious games, design)

Annika Waern
Stockholm University, Sweden
(mobile, design, game studies)

Noah Wardrip-Fruin
University of California Santa Cruz, USA
(interactive storytelling, design, game studies)

Georgios Yannakakis
IT University of Copenhagen, Denmark
(artificial intelligence, serious games, user interface)

Michael Youngblood
University of North Carolina at Charlotte, USA
(tools, artificial intelligence)

Workshops Chair
Rafael Bidarra
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Stefan Goebel
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Local Organisation Chair
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