



CALL FOR PAPERS

ICCET 2019
Dec 04-05, 2019
Tokyo, Japan

The International Research Conference is a federated organization dedicated to bringing together a significant number of diverse scholarly events for presentation within the conference program. Events will run over a span of time during the conference depending on the number and length of the presentations.

ICCET 2019 : International Conference on Computer Entertainment Technology is the premier interdisciplinary forum for the presentation of new advances and research results in the fields of Computer Entertainment Technology. The conference will bring together leading academic scientists, researchers and scholars in the domain of interest from around the world. Topics of interest for submission include, but are not limited to:

Technologies and Interactions
Virtual, augmented and mixed reality
Ubiquitous and mobile computing
Tangible, embedded, embodied and robotic interaction
Affective, intuitive and locative media
Smart gadgets and toys
Sensors, actuators and novel input and output technologies
Multimodal and full-body interaction
Theoretical, Social and Cultural Issues
Ethics and values
Aesthetics and poetics
Game, play and media theories
Funology, enjoyment and experience

Cultural, social and psychological studies
Inclusivity and accessibility
Children, adolescents and Seniors
Design and Evaluation
Participatory design
Usability and playability
Player and developer experience
Game and media evaluation techniques
Gamification
Content Creation Environments
Processes and Methods
Avatars and character expression
Animation
Game development engines and frameworks