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.

The ICEEG 2018 : 20th International Conference on Educational Entertainment and Games is the premier interdisciplinary forum for the presentation of new advances and research results in the fields of Resource Conservation and Restoration Ecology. 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:

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|---|---|
| Educational | Collaborative |
| Edutainment | Storytelling and |
| Gamification | E-learning platforms and |
| E-learning and games | E-learning standards |
| Game-based | Education and remote |
| Game design and | Learning resource |
| Game | Life long learning |
| Game AI and artificial | Mobile and online |
| Game physics | Virtual reality in |
| Game engine | Augmented reality in |
| Pervasive gaming | Multimedia in |
| Virtual reality and | Simulation and animation |
| Virtual characters/agents | Educational robots and |
| Vision and imaging | Digital museum and |