



# CALL FOR PAPERS

**ICEEG 2018**  
**May 10-11, 2018**  
**Amsterdam, The Netherlands**

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.

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 Educational Entertainment and Games. 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:

Educational  
Edutainment  
Gamification  
E-learning and games  
Game-based  
Game design and  
Game  
Game AI and artificial  
Game physics  
Game engine  
Pervasive gaming  
Virtual reality and  
Virtual characters/agents  
Vision and imaging

Collaborative  
Storytelling and  
E-learning platforms and  
E-learning standards  
Education and remote  
Learning resource  
Life long learning  
Mobile and online  
Virtual reality in  
Augmented reality in  
Multimedia in  
Simulation and animation  
Educational robots and  
Digital museum and