



CALL FOR PAPERS

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

The ICEEG 2018 : 20th International Conference on Resource Conservation and Restoration Ecology 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:

Educational entertainment	Collaborative environments and learning
Edutainment	Storytelling and narrative in education
Gamification	E-learning platforms and tools
E-learning and games	E-learning standards
Game-based learning/training	Education and remote classrooms
Game design and development	Learning resource management
Game rendering/animations	Life long learning
Game AI and artificial life	Mobile and online learning
Game physics	Virtual reality in education/training
Game engine	Augmented reality in education/training
Pervasive gaming	Multimedia in education/training
Virtual reality and augmented reality game	Simulation and animation for education/training
Virtual characters/agents in game	Educational robots and toys
Vision and imaging technology in game	Digital museum and digital heritage

Background: International Research Conference Series is an event that brings together significant number of recurring events; academic conferences, symposia, workshops, special sessions, and plenary talks in all research fields since inception in 1999. Each event may run over any span of time within the conference days. Presentations scheduled in the Oral and ePoster sessions are drawn from a selection of the peer reviewed papers from a wide range of scientific and other disciplines of inquiry.