



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