

# The 3<sup>rd</sup> International Conference on E-learning and Game

## Edutainment 2008 (Nanjing, China)

June 16-18, 2008



### CALL FOR PARTICIPATIONS

**Sponsors:**  
VR Committee, CSIG  
Zhejiang University, China

**Organizer:**  
Edu-game Research Center of  
Nanjing Normal University, China

#### Conference Honorary Co-chairs:

Ruth Aylett, Heriot-Watt University, UK  
Newton Lee, ACM Computers in Entertainment, USA  
Yongzhong Song, Nanjing Normal University, China

#### Conference co-chairs:

Jim Chen, George Mason University, USA  
Ryohei Nakatsu, Kwansei Gakuin University, Japan

#### Invited speakers:

Newton Lee, ACM Computers in Entertainment, USA  
Adrian David Cheok, NUS, Singapore

#### Program co-chairs:

Xiaopeng Zhang, CAS Institute of Automation, China  
Abdenmour El Rhalibi, Liverpool John Moores University, UK  
Woontack Woo, GIST, Korea

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Yi Li, Nanjing Normal University, China  
Xiaopeng Zhang, CAS Institute of Automation, China  
Adrian David Cheok, NUS, Singapore  
Ryohei Nakatsu, Kwansei Gakuin University, Japan

### About Edutainment 2008

**Edutainment 2008** is the third International Conference on E-learning and Games, which is an international forum for researchers to share their latest research output on the development and application of e-learning and digital entertainment systems. Edutainment 2008 will be held at Nanjing Normal University in June 16-18, 2008. The conference will include plenary invited talks, workshops, tutorials, paper presentation tracks and panel discussions. Three to six keynote speakers will be invited.

### Call for Papers

#### Edutainment 2008 will cover a range of topics including:

E-Learning Platforms and Tools; Learning Resource Management; Practice and Experience Sharing; E-Learning Standards; Mobile Learning; Education and Remote Classrooms; Effectiveness of Virtual Reality for Education; Life Long Learning; Collaborative Environments; Remote Group Simulations; Collaborative Learning; Virtual Reality in Education; Game Design and Development; Game Engine Development and Customization; Game AI and Artificial Life; Game Physics; Game Rendering/Animations; Virtual Characters/Agents; Online/Mobile Game/ Video Game; Storytelling and Game Narrative; Affective Interaction in Games; Digital Museum; Digital Heritage; Animation Techniques; Augmented Reality, Mixed Reality; Vision and Imaging Technology in Games; Synergies between Digital TV and Edutainment; and any other researches dealing with a pioneered or significant development in animation, virtual reality and multimedia.

Papers accepted in the conference will be published as a volume in Lecture Notes in Computer Science, Springer. Selected papers of high quality will be published by some international journals (*IEEE CISE*, *The International Journal of Virtual Reality*, et al.). The conference will have tutorial and workshop sessions conducted by international researchers.

#### Important Date:

Due of Submission	<b>December 10, 2007</b>
Due of Review	<b>February 15, 2008</b>
Due of Acceptance	<b>March 1, 2008</b>
Due of Camera-ready	<b>March 15, 2008</b>
Conference	<b>June 16-18, 2008</b>

**Conference Website:** <http://edutainment2008.eegame.cn>

## International Program Committee:

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