

Edutainment'2006

International Conference on E-learning and Games

April 16-18, 2006, Zhejiang University, China

Homepage: <http://www.cad.zju.edu.cn/vrmm/edutainment>

E-mail: edutainment06@cad.zju.edu.cn

INTRODUCTION

Edutainment'2006 is an international conference on research and development on E-Learning and digital entertainment. The main purpose of the conference is the discussion, information and opinions exchange on development and use of such systems. It will provide a very interesting opportunity for researchers that want to attend or present communications at these events. The conference will include plenary invited talks, workshops, tutorials, paper presentation tracks and panel discussions.

Participation is open to everyone, not requiring submission of a paper.

The conference is sponsored by Zhejiang University, and China Society of Image and Graphics. It is co-sponsored by EUROGRAPHICS (pending), and IFIP SG on Entertainment Computing (pending). Edutainment'2006 will be hosted by the Digital Entertainment and Animation Center, Zhejiang University, China. The Proceedings will be published by Springer as Lecture Notes on Computer Science (SCI indexed).

CALL FOR PARTICIPATION

Edutainment'2006 will present traditional technical sessions in the respective areas with a lineup of **plenary sessions, invited talks, tutorials, poster sessions, workshops, and exhibits.**

Papers

Papers related to the following topics are solicited. However, any paper dealing with a pioneered or significant development in animation, virtual reality and multimedia is also encouraged.

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|-------------------------------------|---|
| I E-Learning Platforms and Tools | I Game Engine Development and Customization |
| I Learning Resource Management | I Game AI and Artificial Life |
| I Practice and Experience Sharing | I Game Physics |
| I E-Learning Standards | I Game Rendering/Animations |
| I Mobile learning | I Virtual Characters/Agents |
| I Education and remote classrooms | I Online/Mobile Game/Video Game |
| I Effectiveness of VR for education | I Storytelling and Game Narrative |
| I Life Long Learning | I Affective Interaction in Games |
| I Collaborative Environments | I Digital Museum |
| I Remote Group Simulations | I Digital Heritage |
| I Collaborative Learning | I Animation techniques |
| I Virtual Reality in Education | I Augmented Reality, Mixed Reality |
| I Game Design and Development | |

Papers should describe original and unpublished work about the above or closely related topics and should not exceed 10 pages single-spaced in length including images, figures, tables and references. Each paper should also include the title of the paper, authors' names, affiliations, postal addresses, e-mail addresses and the contact person for the paper.

Important dates

Submission Deadline: Nov. 15, 2005.

Notification of acceptance: Dec. 20,2005

Camera-ready papers: Jan. 15, 2005

Conference: April 16-18, 2006

Tutorials & Workshops

Submit a **proposal** that describes the scope of the tutorial or workshop you plan to conduct. The proposal must include a description of the objectives, duration, experience level and prerequisites of the intended audience, an about 200-word abstract, outline of the content and the organizer's vita. Be sure to include the contact persons, affiliations, addresses, telephone numbers, and email address. Proposals should be around **3 pages** single spaced in length (not including the organizer's vita) and submitted by email to the tutorial chairs or workshop chairs by Oct. 10,2005. Tutorials and workshops can be **half a day or a full day**.

Workshop participants are furthermore expected to submit a one-page position paper within the scope of the particular workshop they intend to attend.

Workshop Chairs

Miguel Encarnação, The IMEDIA Academy, USA [me@imedia.edu]

Adrian David Cheok, NTU, Singapore [adriancheok@mixedrealitylab.org]

Tutorial Chairs

Stefan Goebel, ZGDV, Germany [stefan.goebel@zgdv.de]

Yiyu Cai, NTU, Singapore [myyCai@ntu.edu.sg]

Information

All inquiries about the submission of a paper, panel, tutorial, or workshop proposals should be made to:

Edutainment'2006 Conference Secretariat

edutainment06@cad.zju.edu.cn

State Key Lab of CAD&CG, Zhejiang University, Hangzhou, 310027

TEL: 86-571-88206681-509; Fax: 86-571-88206680; E-mail: zgpan@cad.zju.edu.cn

Conference Committees

Conference Honorary Chairs

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Conference Chairs

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Adrian David Cheok, NTU, Singapore

Tutorial Chairs

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