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.

- E-Learning Platforms and Tools
- Learning Resource Management
- Practice and Experience Sharing
- E-Learning Standards
- Mobile learning
- Education and remote classrooms
- Effectiveness of VR 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

Papers should describe original and unpublished work about the above or closely related topics and should not exceed 10 pages single-spaced in length including images, figures, tables and references.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, 2006
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

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