



## The 15th International Conference on Computer Games

# Call for Papers

### AI, Animation, Interactive Multimedia, Virtual Worlds and Serious Games

CGAMES is part of Game-On®, An International Conference of  
Wolverhampton University, UK

#### Presentation

Welcome to CGAMES 2009 Alicante, organised by the University of Wolverhampton, UK, in association with the University of Alicante and the IEEE Computer Society. The International Computer Games Conference, now in its 15th year, is acknowledged as one of the leading research conferences devoted to advancing the theory and practice of computer games development.

The International Conference on Computer Games: AI, Animation, Mobile, Educational & Serious Games organised by The University of Wolverhampton, UK, is one of the leading research conferences devoted to the advancement of the theory and practice of games development.

It brings together an international community of experts to discuss the state-of-the-art in computer games research, perspectives of future developments and innovative applications relevant to games development and related areas. The most recent conference, The 14th Intl. Conference on Computer Games (Cgames USA 2009) was held at Louisville, Kentucky and was well received. Past conferences have attracted hundreds of participants from the industry and the academia from around the globe.

The main aim of the conference is to bring together researchers, game developers, sound, graphics, video, and animation developers, education and training industry from around the world to exchange ideas on design methods, research and development, and development methodologies that are beneficial to the computer games industry and the academia. For each event the theme has been chosen to reflect the major changes in the way in which digital games are developed and played.

#### Important Dates

Paper Submission Deadline  
**2nd October 2009**

Notification of Paper Acceptance  
**15th October 2009**

Early registration  
**16th October 2009**

Venue  
**2nd-4th November 2009**

#### Registration and Fees

Authors are expected to register at the earliest convenience. Authors are required to present at the conference. Papers will only be included in the proceedings if the registration fee is paid.

The conference fee for authors is 450€, with an special reduced rate (350€) for student authors. This fee includes the conference registration, breaks, reception, conference dinner and a CD of the Proceedings.

Organisations may apply for advertising space at the conference.

#### Technical Program

You are invited to submit a paper on any topic listed in or related to the technical program. The conference will cover, but is not restricted to, the following topics.

1. Tools and systems for Games and Virtual Reality
2. Game AI
3. Simulation, Graphics & Visualisation
4. Serious Games and Games for Research
5. Social and Humanities Aspects of Games
6. Online, Multi-user, and Mobile

7. Games, and Security
8. Future Games
9. Game Design
10. Game Images
11. Sound & Music

Proposals for **Special Sessions and exhibition spaces** should be sent to any one of the programme chairs.

#### Paper Submissions

Articles are to be submitted in Word or PDF only. Articles should be submitted electronically via [Cgames OpenConf site](#).

CGAMES published format is in the IEEE style, 2 columns, 10 pt fonts. Article contents include abstract, keywords, references, author photo and a short biography.

- Extended papers and state-of the art reviews: 8 pages.
- Regular papers: 5 pages.
- Short research student papers, work in progress: 3-4 pages.
- Posters: 1-page.

All papers will be subjected to the peer review process. The final paper must be submitted in PDF format for inclusion in the proceedings. Manuscripts should include printable high resolution images.

#### [Documents for authors](#)

#### Best Paper Awards

The best papers will receive an Award and are refereed for possible inclusion in the Intl. Journal of Intelligent Games & Simulation. The best paper award will be sponsored by IEEE TCSIM. Authors of the paper will share a USD 500 award.

#### Additional Information

For more information on the conference visit the main website at

<http://spain09.cgames.org>

## General Conference Chair

Qasim Mehdi <[q.h.mehdi@wlv.ac.uk](mailto:q.h.mehdi@wlv.ac.uk)>  
University of Wolverhaptan

## Conference Administrator

Monica Chauhan <[M.Chauhan@wlv.ac.uk](mailto:M.Chauhan@wlv.ac.uk)>  
University of Wolverhaptan

## Local Organization Chair

Francisco J. Gallego Durán <[fgallego@dccia.ua.es](mailto:fgallego@dccia.ua.es)>  
Faraón Llorens Largo <[faraon.llorens@ua.es](mailto:faraon.llorens@ua.es)>  
Juan R. Reverte Bernabeu <[jreverte@dccia.ua.es](mailto:jreverte@dccia.ua.es)>  
University of Alicante

## Local Organizing Committee

Ramón Rizo Aldeguer, University of Alicante, Spain  
Rafael Molina Carmona, University of Alicante, Spain  
Rosana Satorre Cuerda, University of Alicante, Spain  
Mar Pujol López, University of Alicante, Spain  
Pilar Arques Corrales, University of Alicante, Spain  
Carlos Villagrà Arnedo, University of Alicante, Spain  
Patricia Compañ Rosique, University of Alicante, Spain  
Fidel Aznar Gregori, University of Alicante, Spain  
Mireia Luisa Sempere Tortosa, University of Alicante, Spain  
Ana Isabel Illanas Vila, University of Alicante, Spain  
Héctor Linares Pérez, University of Alicante, Spain  
José Agustín Terol Sanchís, University of Alicante, Spain  
Germán Santacruz Martínez, University of Alicante, Spain  
Adrián Baños Sabater, University of Alicante, Spain

## International Programme Committee

Dr. Dar-Jen Chang, University of Louisville, USA  
Dr. Mariofanna Milanova, University of UALR, USA  
Dr. Mehmed Kantardzic, University of Louisville, USA  
Dr. Pieter Spronck, Tilburg University, The Netherlands  
Prof. Leon Rothkrantz, Delf University of Technology, The Netherlands  
Dr. Michel Eboueya, University of La Rochelle, France  
Dr. Rupert Simpson, University of Wolverhampton, UK  
Dr. Jocelyne Kiss, University Marne la Vallée, France  
Prof. Stephane Natkin, CNAM Paris, France  
Prof. Ian M Marshall, University of Coventry, UK  
Prof. Begoña García Zapirain, University of Deusto, Spain  
Prof. Stefan Grunvogel, University of Applied Sciences, Cologne, Germany  
Dr. Gordon Folmer, IT University, Copenhagen  
Dr. Kamal Bechkoum, Derby University, UK  
Mr. Bryan Duggan, Dublin Institute of Technology, Ireland  
Prof. Sara de Freitas, The Serious Games Institute, Coventry University, UK  
Dr. Stuart Slater, University of Wolverhampton, UK  
Prof. Faraón Llorens Largo, University of Alicante, Spain  
Prof. Francisco Gallego Durán, University of Alicante, Spain  
Mr. Michael Callaghan, Ulster University  
Dr. Shane Wilson, Ulster University  
Dr. Fotis Liarokapis, Coventry University, UK  
Dr. Mark Grimshaw, Bolton University, UK  
Dr. Godfried Williams, University of East London, UK  
Dr. Fred Mtenzi, Dublin Institute of Technology, Ireland  
Dr. Colin Fyfe, University of Paisley, UK  
Dr. Gordon Calleja, IT University, Copenhagen  
Dr. Gareth Schott, University of Waikato, New Zealand  
Dr. Pieter Spronck, Tilburg University, Holland  
Mr. Dan Pinchbeck, Advanced Games Research Group, University of Portsmouth, UK