

Elsevier Computers & Graphics

Special issue on

“Graphics for Serious Games”

Call for Papers

Computers & Graphics, an international journal dedicated to Systems and Applications in Computer Graphics, invites you to submit your latest research results to a special issue on “Graphics for Serious Games”.

MOTIVATION

Serious games have emerged as a dominating force in training, education and simulation due to the focus on creating compelling interactive environments at reduced costs by adopting its capacity of engaging younger hi-tech generations in the highly motivated gaming environments and to the opportunities offered by the commodity technologies commonly associated with the entertainment industries. This field is informed by theories, methods, applications and the state-of-the-art in a number of areas based on technological principles and innovation, advances in games design, pedagogic methodologies and the convergence of these fields.

While the serious games community has made it possible to bring together such diverse fields, further academic and industrial collaboration is needed in further defining, refining, formalising and applying the standards and methodologies for the future. This Computers & Graphics special issue on Graphics for Serious Games will encourage a further exchange of knowledge and experience in this cross-disciplinary area and its related applications. Emphasis is on Graphics for Serious Games, including:

- Game design
- Serious games methodologies
- User-modelling in serious games
- Pervasive gaming
- Interactivity issues
- Game modelling
- Alternate reality games
- Virtual environments
- Augmented reality
- Visualisation techniques
- Human-computer interaction
- Mobile games
- Case studies in serious games and virtual worlds
- Methodologies, theories and frameworks

IMPORTANT DATES

01 June – Manuscripts Submission
01 July – First Decision
01 August - Revised Versions Submission
01 September - Final Decision
08 September – Camera Ready Versions
December – Publication (nbr. 6)

SUBMISSION INSTRUCTIONS

For paper formatting and submission instructions please refer to <http://ees.elsevier.com/cag>.

You will have to register/log on to EES in order to be able to submit your paper. When prompted to specify the paper type, you have to select: "Special section", "Graphics for Serious Games"

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