

**The 2008 International Symposium on Collaborative Technologies and Systems
(CTS 2008)**

May 19-23, 2008

The Hyatt Regency Irvine
Irvine, California, USA

<http://cisedu.us/cis/cts/08/>



CALL FOR PAPERS

**The 1st International Workshop on Collaborative
Games (CoGames 2008)**

Submission Deadline: January 21, 2008

Brief Description

The video game industry has grown from being a small industry that produces products mostly for young boys to a huge industry targeting the whole population. The development of video games is by definition a multi disciplinary process involving several professions, ranging from artists to engineers. The AAA game titles produced today require rather large teams with a high level of competence (technology, programming, networks, architecture, etc.), creativity and skills. Compared to traditional software development, game development is characterized by rapid changes of hardware, high performance requirements, and software requirements that are unstable and hard to predict. Video games are also used for other purposes than pure entertainment, e.g. for education, training, exercising, and simulation. In addition, game developers are focusing more and more on games where players must collaborate to achieve goals in the game. Collaborative games introduce challenges for the game developers to handle technical issues, performance issues, network issues, distributed environments, sharing of information, and heterogeneous networks and devices. Further, collaborative games open for games to be used for new purposes that can benefit from more than just being fun. As players expect that games can be played anywhere, the integration of mobile gaming and online-gaming on consoles and PCs is becoming important. This integration introduces new challenges and opens for new opportunities.

Call for Papers

This Workshop on Collaborative Games - to be held as part of the 2008 International Symposium on Collaborative Technologies and Systems (CTS 2008) - will focus on the area of collaborative gaming, with emphasis on new game concepts, new technologies, technology evaluations, new usage areas of collaborative games, and games prototypes. The aim is to have a dedicated session that fosters closer interactions among researchers, industry and users communities, providing an excellent opportunity for them to meet and discuss their ideas. We

invite original contributions from researchers in academia and computer industry on these emerging and important areas of information technology.

Topics of Interest include (but are not limited to):

- * Collaborative games, game technology and game frameworks
- * Platforms for collaborative games
- * Usability of collaborative games
- * Mobile collaborative games and game frameworks
- * Quality of service in collaborative games
- * Online games
- * Reliability and availability in collaborative games
- * Real-time collaborative games over wireless networks
- * Integration and interoperability of collaborative games
- * Pervasive/ubiquitous collaborative games
- * Requirement engineering of collaborative games
- * Design and software architecture of collaborative games
- * Data mining in collaborative games
- * Database support for collaborative games
- * Testing and prototyping of collaborative games
- * Context-aware gaming
- * Collaborative serious games
- * Security in collaborative games
- * Repository management of collaborative games
- * Tools and systems for Games
- * Animation and Virtual Reality in game design
- * Learning and Adaptation in Games
- * Human, social and psychological aspects of games
- * Business modelling and economic aspects of collaborative games
- * Networking issues in collaborative gaming

Instructions for Authors:

Electronic submissions are encouraged and should be sent directly to alfw@idi.ntnu.no and heri@idi.ntnu.no. Paper reception will be acknowledged by e-mail within 48 hours.

The format should be compliant with and follows the CTS 2008 format (instructions available at <http://cisedu.us/cis/cts/08/>). Papers drafts submitted for review should not exceed 10 pages. Some papers can be accepted as short papers, with a total length reduced to 5 pages. If accepted, the final manuscript must follow the CTS 2008 format that is to be made available on the conference Web site. The format is similar to ACM/IEEE conference formats.

Submissions should include the title, authors name, affiliation, e-mail address, fax number and postal address. In case of multiple authors, an indication of which author is responsible for correspondence should also be included.

All submitted papers and posters will be rigorously reviewed by the technical program committee members and the reviewers they invite. Papers will be selected based on their

originality, timeliness, significance, relevance, and clarity of presentation. Initial selection will be based on full papers.

Submission implies the willingness of at least one of the authors to register and present the paper, once accepted. All accepted papers are required to be presented and will be included in the conference proceedings.

Workshop Organizers

The technical program committee of CoGames 2008 is co-chaired by

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Technical Program Committee

The members of the program committee are:

- * Louise Barkhuus, University of California, San Diego, USA
- * Sergiu Dascalu, University of Nevada, Reno, USA
- * Abdulmotaleb El Saddik, University of Ottawa, Ottawa, Canada
- * Eelke Folmer, University of Nevada, Reno, USA
- * Andre Furtado, Federal University of Pernambuco, Recife, Brazil
- * Phil Grant, Swansea University, Swansea, UK
- * Kalle Jegers, Umeå University, Umeå, Sweden
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- * Mads Nygård, NTNU, Trondheim, Norway
- * Markku Oivo, University of Oulu, Oulu, Finland
- * Pierre Tiako, Langston University, Oklahoma, USA

Important Dates:

Paper Submission Deadline

January 21, 2008

Notification of Acceptance

February 11, 2008

Registration & Camera-Ready Paper Due

March 3, 2008

For information or questions about the full Symposium's program, tutorials, exhibits, demos, panel and special sessions organization, please consult the conference web site at URL: <http://cisedu.us/cis/cts/08/> or contact the symposium co-chairs: Bill McQuay at AFRL/IFSD, WPAFB (William.McQuay@wpafb.af.mil) or Waleed W. Smari at the Dept. of Electrical and Computer Engineering, University of Dayton (Waleed.Smari@notes.udayton.edu).