



1st International Workshop on Intelligent Digital Games for Empowerment and Inclusion

IDGEI 2013 Satellite of Foundations of Digital Games 2013

Full Day Workshop 14 May 2013, Chania, Crete, Greece

“Uniting Game Developers, Domain Experts, and Technology Providers”

<http://idgei.fdg2013.org/>



The Workshop

Digital Games for Empowerment and Inclusion possess the potential to change our society in a most positive way by preparing selected groups in a playful and fun way for their everyday life's social and special situations. Exemplary domains span as far as from children with Autism Spectrum Condition to young adults preparing for their first job interviews or migrants familiarizing with their new environment. The current generation of such games thereby increasingly demands for computational intelligence algorithms to help analyze players' behavior and monitor their motivation and interest to adapt game progress. The development of such games usually thus requires expertise from the general gaming domain, but in particular also from a game's target domain, besides technological savoir-faire to provide intelligent analysis and reaction solutions. IDGEI 2013 aims at bridging across these communities and disciplines by inviting respective researchers and experts to discuss their latest perspectives and findings in the field of Intelligent Digital Games for Empowerment and Inclusion.

Suggested workshop topics include, but are by no means limited to:

- Machine Intelligence in Serious Games
- Mobile and Real-World Serious Gaming
- Emotion & Affect in Serious Games
- Player Behavior and Attention Modeling
- Player-Adaptation and Motivation
- Security & Privacy Preservation
- Novel Serious Games
- User Studies & Tests of Serious Games

Objectives

The workshop aims (i) to bring forth existing efforts and major accomplishments in the design of intelligent serious games, (ii) to provide a forum for exchange in experience with intelligent serious games in practice including space for technical demos, (iii) while encouraging the design of novel applications in context as diverse as health-oriented gaming, general learning and driving environments, or emergency preparation, and (iv) to focus on current trends and future directions in the field.

Organisers

Björn Schuller, Technische Universität München, Germany, schuller@tum.de

Lucas Paletta, Joanneum Research, Austria, lucas.paletta@joanneum.at

Nicolas Sabouret, CNRS-LIMSI, France, Nicolas.Sabouret@lip6.fr

Program Committee

Elisabeth André

University of Augsburg, Germany

Antonio Camurri

University of Genova, Italy

Marc Cavazza

Teesside University, UK

Clara Centeno

JRC-IPTS, Spain

Sara de Freitas

Serious Games Institute, UK

Ian Dunwell

Serious Games Institute, UK

Arjan Egges

Universiteit Utrecht, Netherlands

Patrick Gebhard

DFKI, Germany

Haifeng Li

HIT, China

Shai Newman

Compedia, Israel

Anton Nijholt

University of Twente, Netherlands

Catherine Pelachaud

CNRS, France

Kaska Porayska-Pomsta

University of London, UK

Peter Robinson

University of Cambridge, UK

James Stewart

IPTS-JRC, Spain

Dates

Submission 11 March 2013 (*ext.*)

Notification 25 March 2013

Camera-Ready 29 March 2013

Workshop 14 May 2013

Authors

4 (short) or 8 (long) page ACM-style blind paper submission is handled via [easychair](http://easychair.org).