Introduction:

Games, including serious games, have lately received an increased attention from the players’ community as well as from researchers. Among these applications we find an increasing number of games that are realized by means of a virtual or multimodal environment. For instance, more and more serious games make use of simple or advanced virtual worlds to provide a motivational context for medical and rehabilitation purposes. Also, games that have a longer history, such as well-known games designed from an entertainment perspective, demonstrate the need to come up with even more appealing virtual worlds and more full-fledged interactive capabilities with every update that is commercialized.

In order to fulfil the expectations that players have from the game, it is beneficial for the designers and developers to be able to build on an engineering process and best-practices, in the same way as there are established development methodologies for other application areas. Though games are widespread nowadays, game design and engineering is still a rather young research area, and this is in particular the case for those games where a virtual or multimodal environment is a key technology. Opportunities as well as issues related to the realization of multimodal applications / virtual environments come together with demonstrated benefits of games, and difficulties associated with their design and development.

The DEnG-VE workshop welcomes contributions that define the problems that arise when creating such game-like environments, as well as submissions that refer to possible techniques that form the basis for solutions, such as models, notations, and overall design and engineering methodologies. Besides contributions based on best practices with technological development, perspectives related to user experience in games (“player experience”) are appreciated.

Workshop format:

Submissions can describe research or provide a position statement. The workshop will consist of paper presentations and discussion sessions (plenary and/or breakout sessions in groups on clustered research topics based on the participants’ interests). In order to stimulate discussion all papers will be distributed to the workshop participants in advance, so that questions for the authors can be prepared by the attendees.

Topics:

Papers are solicited on topics including, but not limited to:

- Design and engineering processes for games
· Game(-independent) development tools
· Evaluating games & measuring player experiences
· Game Design Methods, Principles and Processes
· Game theories, constructs, concepts and frameworks
· Designing online games, virtual worlds, and massively multiplayer games
· Designing serious games, games for learning, and casual games

Important dates:
· Paper submissions: March 15, 2010
· Review notification: March 29, 2010
· Final submissions: April 10, 2010
· Workshop day: June 20, 2010

Paper submissions:
The format of submitted papers must follow the ACM publication format (http://www.sigchi.org/chipubform). Papers should be submitted through the easychair submission management system: submit the paper (in either PDF or Word (97 - 2007) format) at http://www.easychair.org/conferences/?conf=dengve2010.

A book in the Springer Human-Computer Interaction series will be proposed. After the workshop, authors of accepted papers will be invited to enter the review process for the book with an extended version of their paper.

Organizers:
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