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Part of the The International Conference on the Foundations of Digital Games 2012

Over the past few decades, commercial digital game technologies have advanced dramatically in their graphics, physics, human-computer interaction, networking, and accessibility over multiple computing platforms. Games are being played by an increasingly broad segment of society, across an increasingly diverse range of genres. A correspondingly dramatic advance in the tutorial and teaching capabilities of games has been an necessary driver for the continued success of entertainment games. These technological advances have been harnessed beyond the entertainment industry to create serious games and simulations where the primary aims are teaching, training, and intelligent tutoring.

The purpose of this workshop is to bring together researchers and experienced game designers to focus on the foundational, fundamental constructs of digital game-based learning. We invite contributions across a range of perspectives from theoretical to conceptual to pragmatic, with a focus on what is applicable across different types, genres, platforms, and purposes of digital games.

For more information about the workshop, see the call for papers or contact the conference organizer Jim Thomas.

FDGBL 2012 is co-located with and sponsored through the International Conference on the Foundations of Digital Games 2012.