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NC State University
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Part of the 2014 AI and Interactive Digital Entertainment Conference Workshop Program

Over the past ten years, the area of computer games has expanded to be a significant area of computer science research, with a number of strong annual conferences, IEEE Transactions-level journals and a growing number of tenured faculty across the US. Students at the undergraduate level are drawn in large numbers to pursue computer science degrees with concentrations or focus on game creation methods and federal funders like the DOD and NSF are supporting exciting new computational developments relating to games. Nevertheless, the number of faculty from under-represented groups in this area is significantly low. We announce The First Diversity in Games Research Workshop to encourage undergraduate and graduate students from under-represented groups to engage in graduate training in games research and to better prepare them for entry into an academic research career in this field.

This workshop is receiving financial support from the Computing Research Association's Committee on the Status of Women in Computing Research (CRAW) and the Coalition to Diversify Computing (CDC), a joint organization of the ACM, CRA, and IEEE CS, as part of their program supporting discipline-specific mentoring workshops.