Call for Papers

Overview

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.

Purpose

The purpose of this workshop is to bring together researchers and experienced game designers to describe 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.

Important Dates

Paper submission: 5 March, 2012

Notification to authors: 19 March, 2012

Workshop held: 29 May, 2012

Workshop Organization

The workshop will include presentations of peer-reviewed papers (6 page limit) and several guided group discussions. Because this workshop is intended to explore foundational issues, position papers lacking experimental results are perfectly acceptable.

Research Areas

Topics of particular interest include:
- The evolution of tutorials within entertainment games
- Analyses of conventions, affordances, and design patterns for DGBL
- Personalization and adaptation for DGBL
- Integrating DGBL with classroom curricula
- The role of narrative within DGBL
- Intelligent tutoring in DGBL
- Modeling and statistics to characterize player behavior and knowledge
- Experimental design practices for measuring and learning, fun, and immersion
- Balancing fun and learning in DGBL
- Using evidence of learning in game play
- Empirical studies of DGBL techniques
- Social aspects of DGBL
- Promoting creativity within DGBL

Submission Instructions

Submissions to the FDGBL workshop should follow ACM SIG conference formatting guidelines. Please use Option 1 as directed at the following URL:

http://www.acm.org/sigs/publications/proceedings-templates

Papers may be submitted using the EasyChair submission system:

https://www.easychair.org/conferences/?conf=fdgblfdg2012

Proceedings
We will be requesting that all papers be archived in the ACM Digital Library.