The DiGR workshop program is currently under development. Check back after the review deadline for updates.

In general, the workshop will involve a mix of “big picture” talks about major research problems in the field (e.g., interactive narrative, game analytics, procedural content generation), poster sessions for student attendees and panels/targeted talks on career development in the area of games (e.g., how games research fits in to a conventional computer science department, where funding for games research can be found, how to build collaborative relationships with design, media studies and other related disciplines).