CALL FOR PAPERS

JCSG 2023

Joint Conference on Serious Games 2023: Serious Games and Serious Stories

Trinity College Dublin, Ireland

26-27 October 2023

Conference website: https://jcsg2023.scss.tcd.ie/

See also the JCSG portal: https://jointconference-on-seriousgames.org/

CONFERENCE AIM

The Joint Conference Serious Games (JCSG) is dedicated to Serious Games and their multifaceted characteristics. The conference is concerned with all aspects related to the theory and practice of Serious Games, including (but not limited to) design, development, and evaluation; assessment and efficacy; immersion and engagement; technology and platform considerations; and last but not least the wide range of application domains within which Serious Games can be applied.

Serious Games are now being adopted for many purposes (e.g., learning and training, health and wellbeing, industrial applications, marketing, and cultural engagement) and their game mechanics are drawn from many established genres (e.g., simulation games, narrative games and others). Approaches to design and evaluation are being formalised for the benefit of the discipline, allowing new serious games to be designed with better chance of achieving the associated objectives, and also allowing a deeper understanding of when and why the best results are achieved.

JCSG aims to bring together scientists and practitioners in Serious Games with scientists and practitioners in contributing disciplines, i.e., any discipline in which serious games are of interest, such as educators and trainers; doctors, therapists and counsellors; industry and management; art and culture; and the cultural heritage sector.

The JCSG portal (https://jointconference-on-seriousgames.org/) provides an overview about the previous conferences including all proceedings.

TOPICS

The theme for the 2023 edition of JCSG is on the use of interactive stories in Serious Games. Contributions are particularly encouraged on how narrative elements can be used in Serious Games, e.g., to facilitate learning, immersion and engagement. Papers on other topics are also very welcome, including (but not limited to) the following.

Theory and technology: Scientific methods and concepts for

- design and development of serious games
- platform considerations (mobile platforms, game consoles, virtual, augmented and mixed reality, cross platform aspects, game engines, network and communication)
- cost-effective production of serious games (authoring tools, collaborative authoring, procedural content generation, middleware)

- personalized, adaptive serious games (user characteristics, player and gamer types, context models, personalization, player modelling, adaptive serious games)
- collaborative learning and training environments (multiplayer serious games, game mastering, games and social networks, collaboration, competition)
- interfaces and sensor technology in serious games (controllers and interfaces, bio sensors, motion controllers, novel interfaces across all platforms, location-based and ubiquitous technology)
- evaluation studies (evaluation methodologies and evaluation design, models and metrics, evaluation tools, effectiveness, efficiency)
- Serious Games Studies measuring the quality of particular Serious Games and/or Serious Games application areas
- surveys (serious games studies and outcomes, serious games effects, use of technologies)

Business: Market studies, potentials and barriers

- business models and market studies for serious games or serious games technologies
- grand challenges and obstacles for game developers and publishers, e.g., expectations and acceptance or ethic-legal issues and privacy

Best practice and application domains

- field reports, demonstrations and evaluation studies of Serious Games
- research prototypes and commercial games 'more than fun'
- games for health (personalized exergames, prevention, rehabilitation, cognition, movement)
- games for behaviour change (nutrition, lifestyle, environment-friendly mobility behaviour)
- social awareness games (security, gender-based violence, religion, climate, energy)
- games for learning and education (from kindergarten to higher education, vocational and workplace training) simulation and training (medical training, surgical simulation, disaster management, manufacturing, industrial applications)
- games for cultural engagement (e.g., history, art and music)

HOW TO SUBMIT

Please prepare your paper submission in the Springer LNCS format (https://www.springer.com/gp/computer-science/lncs/conference-proceedings-guidelines) and use EasyChair (https://easychair.org/my/conference?conf=jcsg2023) for your submission

All submitted papers will undergo a thorough peer-review process by the JCSG Program Committee. Accepted papers will be published by Springer in their LNCS series. At least one author of an accepted submission has to register and present at JCSG 2023.

SUBMISSION TYPES

- <u>Full papers</u> (12-15 pages) should describe novel unpublished scientific work relating to one or more of the topics listed above.
- <u>Short papers and demo papers</u> (up to 6 pages) should describe best-practice results or new ideas and concepts, experiments, demos of Serious Games, products/titles and prototypes.
- <u>Poster papers</u> (up to 6 pages) should describe new ideas, approaches and work in progress.

Accepted long papers, short papers and demo papers are presented in the regular sessions with oral presentations. Posters are presented in an open, interactive forum during poster sessions. Posters provide an opportunity to describe and discuss new ideas or work in progress.

Papers should be formatted in the in LNCS one-column page format. Page lengths do not include bibliography, but they do include title and abstract.

All accepted papers (full papers, short papers, demo papers and poster contributions) will be included into the official LNCS proceedings published by Springer.

IMPORTANT DATES

~~Optional: Abstract Submission~~	~~15 April 2023~~
Paper Submission	26 May 2023 (extended deadline)
Notification of Acceptance	30 June 2023
Camera-Ready Version	20 July 2023
Conference	26-27 October 2026

REGISTRATION FEES

Authors:	€380
Participants:	€150
Student participants (not authors):	€100