

2015 International Workshop on Experiential Interactions and Serious Gaming

Held in conjunction with the 17th International Conference on
Humans and Computers (HC-2014)

February 9, 2015, Hamamatsu, Japan
Shizuoka University Campus



Call for Papers

Scope of the Workshop

Interactions and interactive experiences are very important in human life- most of the time we learn by experience. Effective education, for example, takes advantage of interactive experiences to improve retention, accelerate learning, and ensure better long-term post-education performance. Various research findings, on the other hand, indicate that serious games integrated into the educational process also bring to significant learning improvements.

This workshop aims to provide an opportunity for researchers working in the area of human-computer interfaces, interactive communications, and interaction design to meet, participate in discussions, and establish cooperation with researchers and practitioners involved in the design and development of serious games. The workshop will not address specific educational applications and solutions but will rather explore general methods, technological approaches, and advanced functionality for engaging learners in various interactive experiences through serious games and making their studies more interesting and appealing.

Through exciting and thought provoking demonstrations and presentations from leaders in academia and industry, the *2015 International Workshop on Experiential Interactions and Serious Gaming* will address a variety of topics including in all areas related to technology and its application to education and training. Potential topics include but are certainly not limited to the following:

- Interactive learning environments and their implications to the education system.
- Medical (health professions) education and training.
- Impact of technology enhanced education in primary, high school, and beyond.
- The use of toys in games and education.
- Game-based learning.
- Adult education and serious gaming.
- Serious gaming and virtual simulation.
- Mixed and augmented reality in the classroom.
- Technology (e.g., stereoscopic 3D, interaction devices, tracking, etc.) and its implications.

Submissions

We invite submissions of extended abstracts in all areas of technology enhanced learning that fall within the scope of the conference. Submissions must present original, unpublished research or experiences. Paper length is restricted to a maximum of two pages. All accepted submissions will be scheduled for an oral presentation followed by a discussion and Q&A session during the workshop.

Submission Formatting

We encourage all submissions to adhere to IEEE formatting -- Portable Document Format (PDF) formatted in two-column conference style. Please see the IEEE proceedings template available via the following URL:

http://www.ieee.org/conferences_events/conferences/publishing/templates.html

Please submit your contribution via the EasyChair conference system available via the HC-2014 submission website via the following URL:

<https://easychair.org/conferences/?conf=hc2014>

Authors of the best works presented at the workshop will be invited to expand to full length articles for submission to one of the following journals or edited book venues:

1. Book chapter in the Springer edited book *Recent Advances in Technologies of Inclusive Well-Being: Wearables, Virtual Interactive Spaces (VIS)/Virtual Reality, Emotional Robots, Authoring tools, and Games (Serious/Gamification)* with editors A. Brooks, S. Brahnam, and L. Jain.
2. Book chapter in the Springer edited book *Mobile Services for Toy Computing* with editors N. Lee, and P. Hung.
3. Special issue of the *PsychNology Journal*
<http://www.psychology.org/>
4. Special issue of the *International Journal of Business Process Integration and Management*
<http://www.inderscience.com/jhome.php?jcode=ijbpim>

Authors of selected papers must comply with the requirements of the respective journal or book series.

Conference Organization

Workshop Organization

Kenjiro Miura (HC2014 General Chair) and Kamen Kanev (HC2014 PC Chair), Shizuoka University, Japan.
Bill Kapralos and Patrick Hung, University of Ontario Institute of Technology, Canada.
Michael Jenkin, York University, Canada.
Paolo Bottoni, Sapienza University of Rome, Italy.

Important Dates

- Submission deadline: Sunday January 25, 2015
- Notification: Sunday February 1, 2015
- Final submission: Friday, February 6, 2015

Conference Venue

The 2015 International Workshop on Experiential Interactions and Serious Gaming is being held at Shizuoka University, Hamamatsu campus (3-5-1 Johoku, Naka-ku, Hamamatsu City).

For Further Information

Please consult the official HC-2014 conference website for updates and additional workshop information:

<http://ktm11.eng.shizuoka.ac.jp/HC2014/>



静岡大学

Shizuoka University

