CALL FOR PAPERS

the International Conference on the
Foundations of Digital Games
June 19 - 21 2010

Asilomar Conference Grounds
Monterey, California, USA.

Conference Chair: Ian Horswill, Northwestern University
Program Chair: Yusuf Pisan, University of Technology, Sydney
Doctoral Consortium Chair: Zoran Popovic, University of Washington
Workshops Chair: Michael Mateas, University of California, Santa Cruz
Demos Chair: Ian Bogost, Georgia Institute of Technology
Panels Chair: Robin Hunicke, That Game Company
Local Arrangements Chair: Marilyn Walker, University of California, Santa Cruz
Webmaster: Karl Cheng-Heng Fua, Northwestern University

Submission Deadlines
Papers & Posters: 5th Feb
Doctoral Consortium: 12th Feb
Demos: 2nd April

Game Studies
Learning in Games
Game Design
Artificial Intelligence

Infrastructure (Databases, Networks, Security)
Graphics & Interfaces

An Official Conference of the
Society for the Advancement of the Science of Digital Games
In Cooperation With ACM and its Special Interest Groups on Computer Science Education and Artificial Intelligence

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