

Contact

GameDays2010@kom.tu-darmstadt.de

Prof. Dr. Josef Wiemeyer

TU Darmstadt, Institute for Sport Science

Phone +49 (0) 6151 16-2861

Dr. Stefan Göbel

TU Darmstadt, Multimedia Communications

Lab – KOM, Serious Gaming

Phone +49 (0) 6151 16-6149

Further information – e.g. registration, program and conference venue– is available at the GameDays website:

www.innogames-forum.de/gamedays

Cooperation Partners



Important Dates

- **January 15th, 2010: Submission Deadline**
 - Full papers: 8 - 12 pages
 - Short and demonstration papers: 4 - 6 pages
- February 10th, 2010: Notification of Acceptance
- February 28th, 2010: Camera Ready Version
- **March 25-26th, 2010: GameDays 2010**

Paper Submission

All submissions should use the format of the International Journal of Computer Science in Sport (IJCSS template: available at <http://www.iacss.org/index.php?id=39>).

Paper submissions will be accepted via email only and should be both in Word and Adobe pdf format.

All papers will be reviewed by the scientific committee.

Accepted papers shall be published as Special Issue “Serious Games for Sports and Health” in the International Journal of Computer Science in Sport.

Serious Games for Sports and Health

GameDays 2010

March 25/26, TU Darmstadt

Call for papers



Serious Games for Sports and Health

Digital Games and sport or health – isn't that a contradiction? People who play computer or video games do not enhance health at all – rather the opposite seems to be true: People may become addicted, aggressive, and violent, they may get back pain or a headache and playing games may keep them away from health-enhancing (physical) activities.

However, new developments in the serious games area show that this is only half of the truth. Numerous 'games for health' have been developed that can have a positive impact on health and health-related behaviour provided an appropriate use. These games have successfully been applied to prevention and rehabilitation. In sports first successful applications have been documented, too. Although there are positive examples many issues are still to be solved, e.g., sustainability and dose-response relations. The purpose of this GameDays 2010 workshop is to discuss the chances and challenges of serious games for sport and health. This includes innovative methods, concepts, technologies, and tools as well as 'best practice' examples, evaluations and field reports. Furthermore, a fruitful exchange between science and industry is intended.

Keynotes

Tom Baranowski (Baylor College of Medicine, Houston)

Playing for real – Digital games for health-related behaviour changes

A. El Saddik (University of Ottawa)

Serious Games for Sport and Health – interfaces and sensor technology

Lennart Nacke (Blekinge Tekniska Högskola, Karlshamn, Sweden)

Affective Ludology: Scientific Measurement of User Experience in Interactive Entertainment

Klaus Bös (Universität Karlsruhe)

Aktivität und Fitness von Kindern und Jugendlichen – Ansatzpunkte für Serious Games

Harald Korb (vitaphone GmbH, Mannheim)

Serious Games und Telemedizin - Spielerische Ansätze von der Prävention bis zu Managed Care!



Call for Papers

We invite you to participate at the GameDays 2010. The GameDays, established in 2005 as annual "Science meets Business" event series, aim to provide an information and cooperation platform bringing together academia and industry and discussing latest trends, challenges and potentials of serious games.

Research papers, case studies and demonstrations are invited that present novel scientific results, best practice showcases, or improvements to existing technology, methods, concepts and approaches in the multidisciplinary field of serious games, applied in a broad spectrum of application domains.

Suggested research topics include, but are not limited to:

- Theory: Scientific models, methods and concepts for game-based prevention and rehabilitation
 - Game Design: Sustainable concepts and methods for cooperative and competitive application scenarios
 - Technology: Interfaces, Sensors, Authoring Tools, Information and Communication, AI
 - Business: Sustainable Business Models and Market Studies
 - Practice: Field Reports and Evaluation Studies, Demonstrations, Commercial Games and Research Prototypes
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