The 1st International Conference Gaming 2008: Design for Engaging Experience and Social Interaction (was part of the Multi Conference on Computer Science and Information Systems 2008) was held in Amsterdam, The Netherlands, 25-27 July, 2008.

As gaming becomes more pervasive we are challenged in our job, learning and personal life by the growing access to virtual spaces and communities that offer opportunities for everyday needs and aesthetic experiences. ‘Creative Industries’ have a need for design measures that reveal new interaction methods, scenario metaphors and in-depth co-creation. This conference brought together research and best practices in creative media design for this new challenging field.

Gaming appeals to our wits, our senses and emotions; game design is provoked to engage our expressive and experiential capabilities. Theoretical, empirical or semiotic analyses of games may help to explain how. Effective design needs evaluation methods for exploring new concepts. Game design also needs the testing of usability, playability and player centered design.

Gaming also appeals to our social needs. We see developing communities and social networks around (online) games. Recent research indicates that game and sociability design can stimulate social capital in these communities. New platforms and interfaces for gaming may create new ways of shaping our social world. Games are becoming a more substantial part of training and education in different sectors. Serious games need rich, engaging (social) interaction, but still a lot is to be learned on the trade-off between various design criteria, and the need to blend existing genres into unprecedented future worlds.

The focus of this conference was on innovative methods for the design and evaluation of games and game play. The submissions were accepted under the following areas of interest:

- Creativity and Resonant Interaction
- Multi-modal communication
- Immersiveness
- Experience design
- Perception and performance metaphors
- Alternate and mixed realities
- Creative industries
- Research methodologies in creative practice
- Assessment of exploratory technologies
- (Social and Audiovisual) Usability and playability
- Adaptivity
- Cognition, representation, communication
- User/player centered design
- Game interpretation for design
- Psychological, social, and cultural differences in perception and participation
- Communities, networks, social interaction and social capital
- Cross-cultural and intercultural approaches
- Mechanisms of exclusion
- Game criticism
- Applications in Serious Gaming
- Assessment of exploratory learning approaches
- Emerging practices

The Gaming 2008 Conference received 53 submissions from more than 17 countries. Each submission was anonymously reviewed by an average of four independent reviewers, to ensure that accepted submissions were of a high standard. Consequently only 11 full papers were approved which meant an acceptance rate of less than 21%. A few more papers were accepted as short papers, reflection papers and posters.

The best paper authors were invited to publish extended versions of their papers in special or regular issues of the following journals:

- ACM Computers in Entertainment (ISSN (printed): 1544-3574);
- Simulation & Gaming: An Interdisciplinary Journal of Theory, Practice and Research (ISSN: 1046-8781);
- International Journal of Computer Games Technology (ISSN: 1687-7047 // e-ISSN: 1687-7055);

Further to the presentation of full papers, short papers, reflection papers and posters, the conference also included a keynote presentation from two internationally distinguished researchers, Professor Celia Pearce, Director of the Experimental Game Lab, Georgia Institute of Technology, USA and Adriana Skarped - Independent Writer, Actor and Game designer.
Keynote Presentation:

TRANS-LUDIC COMMUNITIES IN MULTIPLAYER GAMES AND VIRTUAL WORLDS

by Professor Celia Pearce, Director of the Experimental Game Lab, Georgia Institute of Technology, USA

Keynote Presentation:

NOTHING IS TRUE, EVERYTHING IS PERMISSIBLE - GAMING ON THE EDGE OF REALITY

by Adriana Skarped - Independent Writer, Actor and Game designer


In general, this 1st edition offered an opportunity to all their participants to discuss with success the most significant aspects regarding the theme Gaming.

Committee Members:

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