The International Conference Game and Entertainment Technologies (GET) 2009 was hosted in Algarve, Portugal, 17-19 June, 2009. This conference was part of the Multi Conference on Computer Science and Information Systems 2009 (MCCSIS), 17 - 23 June 2009.

This 2nd edition aimed to bring together research and practice from creative, social and business practitioners and researchers in this challenging field.

The focus of this conference was on design, development and evaluation of games, entertainment technologies and the nature of play. The submissions were accepted under the following areas of interest:

- Development methodologies
- Design issues
- Controversial issues – we welcome debate and dissension, for example; games as art, entertainment as purely for monetary returns etc
- Special Effects
- Animation
- Mobile and ubiquitous games and entertainment
- Serious Games and entertainment – applications, critiques
- Philosophical issues
- Prototypes
- Social and cultural uses of/for Play
- Tools and technologies
- Skills, strategy, rules and chance
- Genre
- Immersiveness and engagement
- Research methodologies in creative practice
- Usability and playability
- User/player centered design
- Psychological, social, and cultural differences in perception and participation
- Communities, networks, social interaction and social capital
- Cross-cultural and intercultural approaches
- Assessment of exploratory learning approaches
- Emerging practices
The International Conference Game and Entertainment Technologies 2009 received 52 submissions from more than 20 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 10 full papers were published which meant an acceptance rate of about 19%. A few more papers were accepted as short papers, reflection papers, and posters.

Authors of best papers were invited to publish in:

- the IADIS International Journal on WWW/Internet (1645-7641)

- the IADIS International Journal on Computer Science and Information Systems (ISSN: 1646-3692)

Besides the presentation of full papers, short papers, reflection papers, and posters, the conference also included a keynote presentation from an internationally distinguished researcher.

**Keynote Presentation:**

**FRAGMENTS OF PLAY INTER-CONNECTED, CO-CREATED SOCIAL MEDIA ENTERTAINMENT**

by Dr. Gary Hayes, Director of Laboratory for Advanced Media Production (LAMP) and Head of Virtual Worlds, Australia


Overall the Conference offered an opportunity to all their participants to discuss with success the most significant aspects regarding the theme Game and Entertainment Technologies. It served as a forum that gathered researchers, practitioners, students, and anyone that was working or studying in the field of the Game and Entertainment Technologies.
The GET 2009 Conference was supported by FCT Fundação para a Ciência e Tecnologia.

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