The 3rd edition of the International Conference Game and Entertainment Technologies (GET) 2010 was held in Freiburg, Germany, 26-28 July, 2010 and was co-organised by Albert-Ludwigs-Universität Freiburg. This conference was part of the Multi Conference on Computer Science and Information Systems 2010 (MCCSIS), 26 - 31 July 2010, which had a total of 1237 submissions.

Co-Organized by:

The Game and Entertainment Technologies conference tried 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 GET 2010 received 32 submissions from more than 13 countries. Each submission had been 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 21%. A few more papers were accepted as short papers, reflection papers and posters.

Extended versions of the best papers were selected to be published in:

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

The conference program comprised the presentation of full papers, short papers, reflection papers and posters, but also included a keynote presentation from an internationally distinguished researcher, Mike Jones, Lecturer Screen Studies - Australian Film, TV and Radio School Lecturer - University of NSW, Australia. In addition, the Conference also offered a tutorial by Dana R. Herrera and András Margitay-Becht, Saint Mary's College of California, USA.

**Keynote Presentation:**

SPACE, GAME, CAMERA. THE PERSPECTIVE INTERFACE, THE VIRTUAL CAMERA AND THE SIMULATION OF 'I'

by Mike Jones, Lecturer Screen Studies - Australian Film, TV and Radio School Lecturer - University of NSW, Australia

**Conference Tutorial:**

TEACHING SOCIAL SCIENCES IN VIRTUAL WORLDS by Dana R. Herrera and András Margitay-Becht, Saint Mary's College of California, USA.


**Committee Members:**

Alessandro Canossa, School of Design, IT University, Denmark

Alessio Ceccherelli, Tor Vergata University, Italy

Anders Drachen, It University of Copenhagen, Denmark

Anders Drachen, IT University of Copenhagen, Denmark

Angela Tinwell, Bolton University, United Kingdom

Anne Mette Thorhauge, University of Copenhagen, Denmark

Ann-Sofie Axelsson, Chalmers University of Technology, Sweden

Arttu Perttula, Tampere University of Technology, Finland

Ben Medler, Georgia Institute of Technology, USA

Bente Meyer, University of Aarhus, Denmark

Birgitte Holm Sørensen, DPU, Aarhus University, Denmark

Brunhild Bushoff, Sagasnet, Germany

Carla Hoekendijk, Independant Consultant, Advisor Hogeschool Van Ams, Netherlands

Carsten Jessen, Danish School of Education, Aarhus University, Denmark

Castulus Kolo, Macromedia University of Applied Sciences, Germany

Clara Fernandez-Vara, Singapore-MIT GAMBIT Game Lab, USA

Connie Veugen, Vrije Universiteit Amsterdam, Netherlands

Cyril Rebetez, SCEE, Switzerland

Eelke Folmer, University of Nevada, USA

Elaine Raybourn, Sandia National Laboratories, Albuquerque, USA

Elina Ollila, Nokia Research Center, Finland

Ellen Brox, Norut It - Northen Research Institute, Norway

Esther Maccallum-Stewart, University of Chichester, United Kingdom

Gordon Calleja, IT University of Copenhagen, Denmark
Gunver Majgaard, University of Southern Denmark, Denmark
Hanna Wirman, University of the West of England, United Kingdom
Hans Christian Arnseth, Nat. Network for IT-research and Competence in Education, Norway
Helen Kennedy, University of the West of England, United Kingdom
Jaakko Suominen, University of Turku, Finland
Jen Jenson, York University, Canada
Jesper Juul, New York University Game Center, USA
Jessica Enevold, Lund University, Sweden
Jon Preston, Southern Polytechnic State University, USA
Joost van Dreunen, Columbia University, USA
Jorg Muller-Lietzkow, Friedrich-Schiller-Universitat, Germany
Jose De Castro, UFC-Virtual, Brazil
Julian Kucklich, Saarland University, Germany
Jussi Parikka, Anglia Ruskin University, Cambridge, United Kingdom
Ken Newman, University of Applied Science, Netherlands
Kristine Jorgensen, Bergen University, Norway
Lars Konzack, Aalborg Universitet, Denmark
Luca Rossi, University of Urbino, Italy
Mark Grimshaw, University of Bolton, United Kingdom
Markus Wiemker, Rwrh Aachen, Germany
Michael Nitsche, Georgia Tech, USA
Michael Wagner, Danube University, Austria
Nicola Whitton, Manchester Metropolitan University, United Kingdom
Niklas Ravaja, Helsinki School of Economics, Finland
Patrick Felicia, Waterford Institute of Technology, Ireland
Pauliina Tuomi, Tampere University of Technology, Finland
Peder Burgaard, Innovation Lab, Denmark
Phil Grant, Swansea University, United Kingdom
Ragnhild Tronstad, University of Oslo, Norway
Richard Bartle, University of Essex, United Kingdom
Rommert Casimir, Tilburg University & Universitas Multimedia Nusant, Netherlands/Indonesia
Ross Brown, Queensland University of Technology, Australia
Sari Ostman, University of Turku, Finland
Suzanne De Castell, Simon Fraser University, Canada
Timo Lainema, Turku School of Economics, Finland
Troels Degn Johansson, Danish Design School, Denmark of Technology, The Netherlands