The 4th International Conference Game and Entertainment Technologies (GET) 2011 was hosted in Rome, Italy, 22-22 July, 2011. This conference was part of the Multi Conference on Computer Science and Information Systems 2011 (MCCSIS), 20 - 26 July 2011, which had a total of 1402 submissions.

Once more the GET conference aimed to bring together research and practice from creative, social and business practitioners and researchers in this challenging field.

Known to have been enjoyed since at least 30 BC, games and entertainment are a universal part of human experience and present in all cultures. Games and entertainment activities contribute to the social, emotional, psychological and physical well-being of human society.

As game and entertainment technologies become increasingly more pervasive we are continually challenged in our work, learning and personal life by increased access to virtual spaces and communities that offer opportunities for everyday needs and aesthetic experiences. The ‘Creative Industries’ require design and development structures, techniques and methodologies that enrich, enhance and encourage new interaction modes, metaphors and in-depth co-creation.

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 GET 2011 received 56 submissions from more than 12 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 11 full papers were published which meant an acceptance rate below 20%. 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 IADIS International Journal on Computer Science and Information Systems (ISSN: 1646-3692)

Further to the presentation of full papers, short papers, reflection papers and posters, the conference also included a keynote presentation from an internationally distinguished researcher, Professor Dimitrios Rigas, Head of the Department of Media Technology & Head of the Innovative Interactive Systems Research Group (IIS), De Montfort University, United Kingdom.

**Keynote Presentation:**

**EDUTAINMENT AND GAMES IN ELEARNING**

by Professor Dimitrios Rigas, Head of the Department of Media Technology & Head of the Innovative Interactive Systems Research Group (IIS), De Montfort University, United Kingdom

In general, this edition offered once again a great 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.

Committee Members:

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Alf Inge Wang, Norwegian University of Science and Technology, Norway
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Castulus Kolo, Macromedia University of Applied Sciences, Germany
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Christopher Klimmt, Hanover University of Music, Drama and Media, Germany
Christopher Joyce, Anglia Ruskin University, United Kingdom
Clara Fernandez-Vara, Singapore-MIT GAMBIT Game Lab, USA
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Diane Westwood, University of Sunderland, United Kingdom
Edmond Prakash, University of Bedfordshire, United Kingdom
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Hanna Wirman, University of the West of England, United Kingdom
Harry Agius, Brunel University, United Kingdom
Jaakko Suominen, University of Turku, Finland
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Jerome Dupire, CNAM - Cedric, France
Jesper Juul, New York University Game Center, USA
Jon Preston, Southern Polytechnic State University, USA
Joost van Dreunen, Columbia University, USA
Jorg Muller-Lietzkow, University of Paderborn, Germany
Jose De Castro, UFC-Virtual, Brazil
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Matthew Weise, Mit Gambit Lab, USA
Matthias Rauterberg, Eindhoven University of Technology, Netherlands
Max Moller, Aarhus University, Denmark
Michael Nitsche, Georgia Tech, USA
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