The International Conference Game and Entertainment Technologies (GET) 2012 was held in Lisbon, Portugal, 18-20 July, 2012. This conference was part of the Multi Conference on Computer Science and Information Systems 2012 (MCCSIS), 17 - 23 July 2012, which had a total of 1036 submissions.

This 5th 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.

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 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 Game and Entertainment Technologies 2012 received 39 submissions from more than 16 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 5 full papers were published which meant an acceptance rate of about 13%. 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:

- a special issue of the International Journal of Game-Based Learning (IJGBL) (ISSN: 2155-6849)
- the IADIS International Journal on WWW/Internet (ISSN: 1645-7641).

In addition to the presentation of full papers, short papers, reflection papers and posters, the conference also included a keynote presentation from an internationally distinguished researcher, Dr. Sara de Freitas, Professor of Virtual Environments & Director of Research, The Serious Games Institute, Coventry University Technology Park, United Kingdom.

**Keynote Presentation:**

**THE GAMIFICATION OF EVERYDAY LIFE: THE FUTURE OF SERIOUS GAMES**

by Dr. Sara de Freitas, Professor of Virtual Environments & Director of Research, The Serious Games Institute, Coventry University Technology Park, United Kingdom

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.

**Committee Members:**

Abdenour El Rhalibi, Liverpool John Moores University, United Kingdom
Adam Parker, Qantm College, Australia
Alessio Ceccherelli, Tor Vergata University, Italy
Alexandre Topol, Cnam - Laboratoire Cedric, France
Alf Inge Wang, Norwegian University of Science and Technology, Norway
Ali Arya, Carleton University, Canada
Anastasios Karakostas, Aristotle University of Thessaloniki, Greece
Andreas Papazois, Computer Technology Institute & Press "diophantus", Greece
Angela Tinwell, Bolton University, United Kingdom
Anthony Whitehead, Carleton University, Canada
Areti Damala, Cnam - Cedric, France
Armelle Prigent, Universite de la Rochelle/ENJMIN, France
Arttu Perttula, Tampere University of Technology, Finland
Aude Seurrat, University of Paris XIII, France
Bente Meyer, University of Aarhus, Denmark
Bobby Schweizer, Georgia Institute of Technology, USA
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
Chih-lin Hu, National Central University, Taiwan
Christian Licoppe, Enst Department of Social Science, France
Christos Bouras, University of Patras and Computer Technology Insti, Greece
Clara Fernandez-Vara, Singapore-MIT GAMBIT Game Lab, USA

Connie Veugen, Vrije Universiteit Amsterdam, Netherlands
David Nieborg, University of Amsterdam, Netherlands
Dominic Arsenault, University of Montreal, Canada
Edmond Prakash, University of Bedfordshire, United Kingdom
Elaine M. Raybourn, Sandia National Laboratories, USA
Ellen Brox, Norut - Northen Research Institute, Norway
Eric Gressier, CNAM - Cedric, France
Erik Van Der Spek, Eindhoven University of Technology, Netherlands
Esteban Clua, Universidade Federal Fluminense, Brazil
Etienne Armand Amato, Gobelins L École de L Image, France
Evi Sampanikou, University of the Aegean, Greece
Gabriele D'angelo, University of Bologna, Italy
Georgios Papaioannou, Athens University of Economics and Business, Greece
Gunver Majgaard, University of Southern Denmark, Denmark
Gustavo Lyrio, Institute of Pure and Applied Mathematics - IMPA, Brazil
Gustavo Marfia, University of Bologna, Italy
Hanna Wirman, University of the West of England, United Kingdom
Harry Agius, Brunel University, United Kingdom
Ian Dixon, Sae Institute & Qantm College, Australia
Isabelle Astic, Cnam, France
Jaaako Suominen, University of Turku, Finland
Jacco Bikker, University of Applied Science, Netherlands
James Bowman, University of Advancing Technology, USA
Jean-Baptiste Labrune, Mit Medialab, USA
Jen Jenson, York University, Canada