

# Edutainment 2007

**Organizer:** The Chinese University of Hong Kong  
**Sponsor:** VR Committee, China Society of Image and Graphics  
**Co-Sponsors:**

The International Journal of Virtual Reality  
Microsoft-CUHK Joint Laboratory  
Digital Entertainment Society of China Simulation Association  
KC Wong Education Foundation  
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IFIP SG 16 on Entertainment Computing (pending)

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**E**dutainment 2007 is the 2nd International Conference on E-learning and Games, which is an international forum for researchers to share their latest research output on the development and application of e-learning and digital entertainment systems. Edutainment 2007 will be held at The Chinese University of Hong Kong in June 11-13, 2007. The conference will include plenary invited talks, workshops, tutorials, paper presentation tracks and panel discussions.

Edutainment 2007 will cover a range of topics including: E-Learning Platforms and Tools; Learning Resource Management; Practice and Experience Sharing; E-Learning Standards; Mobile Learning; Education and Remote Classrooms; Effectiveness of Virtual Reality for Education; Life Long Learning; Collaborative Environments; Remote Group Simulations; Collaborative Learning; Virtual Reality in Education; Game Design and Development; Game Engine Development and Customization; Game AI and Artificial Life; Game Physics; Game Rendering/Animations; Virtual Characters/Agents; Online/Mobile Game/ Video Game; Storytelling and Game Narrative; Affective Interaction in Games; Digital Museum; Digital Heritage; Animation Techniques; Augmented Reality, Mixed Reality; Vision and Imaging Technology in Games; Synergies between Digital TV and Edutainment; and any other researches dealing with a pioneered or significant development in animation, virtual reality and multimedia.

Papers accepted in the conference will be published as a volume in Lecture Notes in Computer Science (SCI Expanded), Springer. Selected papers of high quality will be published by the international journals - Simulation & Gaming and Computing in Science & Engineering (pending). All the submitted papers should be written in English, and will be reviewed by international reviewers.

## SUBMISSION OF PAPERS

Submit your paper via our website at:

<http://www.acae.cuhk.edu.hk/~edutainment2007/>

All submissions should be in Adobe Acrobat (.pdf) or MS Word (.doc) in the format of Springer LNCS (Lecture Notes in Computer Science). For detailed format templates, please access Information for LNCS Authors on Springer LNCS website.

<http://www.springer.com/sgw/cda/frontpage/0,11855,1-164-2-72376-0,00.html>

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## Important Date:

Due of Submission	December 10, 2006
Due of Review	February 15, 2007
Due of Acceptance	March 1, 2007
Due of Camera-ready	March 15, 2007
Conference	June 11 – 13, 2007

## International Program Committee (tentative):

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