

CALL FOR PAPERS

6th EAI International Conference on
ArtsIT, Interactivity & Game Creation, (ArtsIT 2017)

Special Track: IGDA Game Accessibility SIG - Research and Development

<http://artsit.org/2017/show/home>

OCTOBER 30–31, 2017 HERAKLION - CRETE - GREECE

IGDA Game Accessibility SIG - Research and Development

The IGDA Game Accessibility SIG and IFIP TC14.9 (Game Accessibility) invite you to contribute to the dedicated track on game accessibility, held during the 6th EAI International Conference: ArtsIT, Interactivity & Game Creation.

All accepted papers will be published by Springer and made available through SpringerLink Digital Library, one of the world's largest scientific libraries.

"Proceedings are submitted for inclusion to the leading indexing services: EI, ISI Thomson's Scientific and Technical Proceedings at Web of Science, Scopus, CrossRef, Google Scholar, DBLP, as well as EAI's own EU Digital Library (EUDL)."

Accepted Authors will be invited to submit an extended version of their work to Special Issue in EAI Endorsed Transactions on Creative Technologies.

IMPORTANT DATES

- Full Paper Submission deadline: May 15, 2017
- Notification and Registration opens: July 10, 2017
- Camera-ready deadline: July 30, 2017
- Conference Dates: October 30 - 31, 2017

TOPICS

We invite contributions within this area, as the accessibility of video games systems and content are human, societal and legal issues. According to a recent update of legislation in the US (21st Century Communication and Video Accessibility Act, CVAA) video games must embed accessibility features before January, 2018. This restrictive context leads to fostering researches on game accessibility, both from an academic and an industrial points of view.

We thus encourage academics and industrials, game designers, game developers, teachers, to submit a paper to this dedicated track.

The topics that can be addressed are (but not limited to):

- Accessible game design,
- Adaptive interfaces for gamers with motor/sensory/cognitive disabilities,
- Transmodality,
- Haptic communication,
- AI for inclusion,
- Player modelling for inclusion,
- Education for game accessibility,
- Industry: Implementing accessibility in games and lessons learned,
- Industry: Barriers for implementing accessibility features.

PAPER SUBMISSION

Papers should be submitted via Confy system. Please follow instructions on [initial submission](#) and in [author's kit](#) when submitting your paper.

Please feel free to circulate this message to any colleagues or contacts you think may be interested.

Kind regards,

Nikolas Vidakis, General Chair

Thomas Westin, Organizing Committee

Jerome Dupire, Organizing Committee

Dimitris Grammenos, Organizing Committee