

# Call for papers



ACM

# GameSys22

Athlone, Ireland

Co-located with ACM MMSys June 14<sup>th</sup> – 17<sup>th</sup>

The ACM Workshop on Game Systems (GameSys) seeks research on all aspects of games and immersive applications. Research areas of the workshop cover all aspects of networks, systems and game technologies, with a broadened scope that includes human and applied factors related to interactions, experience, and impact.

Topics of interest include, but are not limited to, games, both single player and multi-player, as well as immersive applications and systems more broadly, particularly those with shared, distributed states and groups of users. We encourage submissions that showcase research that seeks to improve and enable interactive systems and gameplay. Submissions should be targeted to one or more of the topics below as they relate to games and interactive applications:

## System infrastructure

- Operating systems
- Networks
- Computer graphics
- Game engines
- Novel technologies: cloud, blockchain, GameFi, etc.

## Human-computer interaction

- Input modality: mobile, EEG, eye gaze, finger tracking, etc.
- Haptics and feedback
- Player behavior analysis and modeling
- Game balance and in-game economics
- Perception and multi-sensory interactions

## Immersive applications

- Virtual reality and mixed reality
- Experience, immersion and affect
- Online collaborations
- Aesthetics and design considerations
- Novel assessments and experimental paradigms

## Impact

- Serious games and applied games
- Gamification and persuasive games
- Psychological factors in games and gamers
- Esports
- Societal impact of immersive technology

*Topics that do not fall into the categories above may still be considered. When in doubt, please contact the program chair.*