

# 1st Workshop on Serious Games in Well-being, Environment, Digital Heritage and Other Applications



The [1st Workshop on Serious Games in Well-being, Environment, Digital Heritage and Other Applications](#) will be held in conjunction with [SYNASC 2024](#) on **September 16-19 2024, in Timisoara, Romania.**

Serious games address practical problems by using games as a backbone for reaching a wider audience and enabling immersive experiences. The workshop includes a call for papers for novel research on serious games addressing cross-stack aspects ranging from theory and design to immersive devices, ethical implications, and (interdisciplinary) applications.

## Call for papers

**The submissions end term is June 10, 2024.**

Submissions can be made from both academia and industry, and focussing on the following **topics**:

- serious games theory, design, and methodology;
- extended reality in serious games;
- immersive experience through integrated haptic and XR devices;
- legal and ethical implications of serious games;
- applications of serious games in environment, well-being, digital heritage, etc.

**Format:** up to 8 pages double column [format](#).

Accepted papers will be published as IEEE Proceedings.

**Submit your work by the deadline on [EasyChair](#)** by selecting the Workshop on Serious Games in Well-being, Environment, Digital Heritage and Other Applications.]

### Important Dates:

10 June 2024 (AoE): Paper submission

15 July 2024: Notification of acceptance  
5 September 2024: Registration  
5 September 2024: Revised papers according to reviews  
16-19 September 2024: Symposium

**Chairs:**

Marc Frincu ? West University of Timisoara

**Programme Committee:**

David Brown, Nottingham Trent University, UK  
Dragos Coste, 3Deva, Romania  
Manuela Incerti, University of Ferrara, Italy  
Georg Zotti, Vienna Institute for Archaeological Science, Austria  
A. Cesar Gonzalez-Garcia, Instituto de Ciencias del Patrimonio, Incipit ? CSIC, Spain