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
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