Games Technology Summit 2022: Technology for Digital World Creation

Computer games have been a major factor in pushing the envelope of real-time interactive system technologies since the first personal computers became available. They have been spurring hardware sales and innovations as much as they have been shaping the creation processes of virtual worlds and their immersive experience.
Each step of this evolutionary process has been accompanied by innovations in engineering the design, development and improvement of algorithms, code modules, plugins, tools, design patterns and engines for computer-based games.

At the Games Technology Summit at the Clash of Realities, we want to discuss how these technology innovations are impacting the games industry (industry track) and which scientific, state-of-the-art ideas and approaches are being pursued (scientific track). For the industry track, selected speakers will be invited to give a presentation and provide an extended abstract of their talk.

For the scientific track, we invite academic paper submissions which will undergo a double-blind peer review. The extended abstracts of the industry track and accepted papers of the scientific track will be included in the proceedings of the Games Technology Summit. They will be published online as an open-access volume by the University Library of the Julius-Maximilians University, Würzburg
(see https://doi.org/10.25972/OPUS-24577 for last year's volume).

There will not be any fees for publishing or attending the summit.

Topics
We are looking for original contributions from the field of game technologies in all kinds of application contexts including, but not limited to: Entertainment, education, eSports, health, and sciences.

We expect Novel Approaches (Representations, Methods, Algorithms, UIs, Tools, Frameworks, Hardware,…) for
- Modelling (Assets, AIs, Simulation Models, Spatial Models, Sounds,…)
- Design (Mechanics, Balancing, Levels, Narration,…)
- Analysis (PlayerModels, Adaptive Gaming, Game Analytics,…)

Format
- Extended abstracts for the industry track (invitation only) should fill 2 full pages.
- The scientific paper submissions for the scientific track (open invitation, double-blind, peer-reviewed) should be between 5 to 12 pages.
- Please format your submission in accordance with Springer's LNCS Templates:
https://www.springer.com/gp/computer-science/lncs/conference-proceedings-guidelines
- Please upload your submission at the EasyChair-site of the Games Technology Summit:
https://easychair.org/conferences/?conf=corgts2022

Organisers
- Sebastian von Mammen, Games Engineering, Julius-Maximilians University, Würzburg
- Roland Klemke, Cologne Game Lab, Technische Hochschule Köln
- Martin Lorber, Electronic Arts
- Sooraj K Babu, Games Engineering, Julius-Maximilians University, Würzburg

Important Dates

Paper Submission Deadline	May, 15
Acceptance Notification	June, 1
Camera-ready submission	July, 1
Conference	Sept, 28-30