



Future Play 2010

The International Academic Conference on the Future of Game Design and Technology

**May 6-7 2010, Vancouver, British Columbia, Canada
Vancouver Convention and Exhibition Center**



Call for Papers

Overview

Future Play 2010 will be held alongside, but a separate event from Game Developers Conference® (GDC) Canada. We are pleased to present Future Play at the Vancouver Convention Center, in Vancouver British Columbia, Canada, May 6-7 2010.

Since 2002, Algoma University has been hosting Future Play, an international conference to advance game design and technology. Future Play features cutting-edge peer-reviewed academic research and discussion on creative and experimental game design and development. Future Play brings together researchers, developers, and government partners for formal and informal engagement and examination of emergent features of computer game development for entertainment, for learning/teaching, for serious purposes and to impact society. Future Play also provides an important forum for future game development talent to gain perspective on the knowledge, skills and attitude required to succeed in the game development world. Beginning with

Future Play 2007 Algoma University has teamed up with the Ontario University Institute of Technology to give Future Play attendees the chance to interact with some of the most talented people in the games world today.

GDC® Canada is a forum for Canadian developers to share best practices for fostering ingenuity and quality games within their region and distributed globally. This event emphasizes studying the challenges and opportunities of creating games with long production cycles, large development teams, and multi-platform releases.

Scope of the Conference

Future Play addresses issues in Game Design, Art, and Technology by enabling thought provoking presentations from leaders in academia and industry, peer reviewed research presentations, workshops (including design, technology, and career workshops), and exhibitions of posters, games, and the latest game technologies and systems available from industry leading vendors.

Topics of interest to Future Play include, but are not restricted to, the following:

Design and Human Factors	Innovations in Technology	Innovations in Art and Production	Education and Serious Games
<ul style="list-style-type: none"> • Social and ethical issues for games • Interdisciplinary issues • Gender issues • Narrative Design 	<ul style="list-style-type: none"> • Software engineering for games • Artificial intelligence for games • Innovative rendering algorithms • Game engine design • Networking and multiplayer support 	<ul style="list-style-type: none"> • Animation and motion capture • Modeling & Rigging Methodologies • Sound and music Design/Production 	<ul style="list-style-type: none"> • Games for Education • Games for Health • Game-based Learning • Game-based Curriculum • Bridging the academia-industry gap

Paper submissions must present original, unpublished research. Papers under review elsewhere must not be submitted to Future Play. The following categories of papers will be accepted:

- **Full papers (8 pages):**
Should present original reports of substantive new work - eight page maximum. Accepted full papers will be presented in the form of a 20 minute presentation at the conference. Individual presentations will be grouped by topic into sessions by conference organizers.
- **Short papers (4 pages):**
Should present interesting recent results or novel thought-provoking ideas that are not quite ready for a regular full-length paper. Four page maximum. Accepted short papers will be presented in the form of either a poster or 20 minute presentation at the conference.

Extended Abstracts (2 pages):

Late-breaking advances and work in progress reports from ongoing research are encouraged to be submitted as extended abstracts – two pages maximum. These will be presented in the form of a poster presentation throughout the conference.

Papers must adhere to ACM formatting -- Portable Document Format (PDF) formatted in two-column conference style. LaTeX and Microsoft Word templates will be made available from the Future Play website (<http://futureplay.org>). Further details regarding ACM formatting are available via the following ACM URL: <http://www.acm.org/sigs/publications/proceedings-templates>

All submissions will be peer reviewed and evaluated based on originality, technical and/or research content/depth, correctness, relevance to the conference, contributions, and readability. All accepted papers (full, short, and poster) will be included in the distributed conference proceedings and the online ACM digital library.

Please submit your paper via the EasyChair conference system available via the following URL: <https://www.easychair.org/login.cgi?conf=futureplaygdccanada2010>

Conference Chairs

- Bill Kapralos, University of Ontario Institute of Technology
- Andrew Hogue, University of Ontario Institute of Technology
- Simon Xu, Algoma University
- Jay Rajnovich, Algoma University (Chair Emeritus)

Important Dates (TENTATIVE)

Submission deadline:	March 15, 2010
Notification:	April 9, 2010
Final paper submission:	April 23, 2010

The City of Vancouver

Bordered by the Coast Mountain Range and the Pacific Ocean, Vancouver is recognized as one of the world's most livable cities. Archaeological evidence shows that the Coast Salish people had settled the Vancouver area by 500 BC. In the 1870s, Vancouver was founded as a sawmill settlement called Granville. And in 1886, the city was incorporated and renamed Vancouver after Captain George Vancouver, a British naval captain who explored the area in 1792. Vancouver is the eighth largest city in Canada with a population of 578,000 (2006 census) and has one of the mildest climates in Canada with temperatures averaging around 3 degrees Celsius in January and 18 degrees Celsius in July. It covers 114.7 sq km (44.3 sq miles), and is part of Metro Vancouver, the third largest metropolitan area in Canada, with a population of 2.1 million (2006 census). The City of Vancouver is renowned for its innovative programs in the areas of sustainability, accessibility and inclusivity. In 2010, Vancouver will host the world at the 2010 Olympic and Paralympic Winter Games. Vancouver has more than 200 diverse parks, but Vancouver's most famous park is Stanley Park. One of the largest urban parks in the world, with 150 year old forest, 8.85 km of seawall, and many popular attractions.

The Vancouver Convention and Exhibition Centre

Built on the original Pier B-C on Vancouver's Waterfront, the Vancouver Convention Centre first served as the Canada Pavilion for the World's Fair Expo in 1986. Since then, it has grown to become recognized as one of the leading convention centres in the world. It has been designated a Power Smart Convention Centre by BC Hydro, awarded the "GO GREEN" certificate from the Building Owners and Managers Association (BOMA) for industry-approved, environmental best practices in building management, and contains a living roof, seawater heating and cooling, on-site water treatment and fish habitat built into the foundation of the West Building making it one of the

"greenest" convention centres in the world. The Convention Centre is located at 1055 Canada Place, Vancouver, BC, V6C 0C3, Canada. (<http://www.vancouverconventioncentre.com/>)

For Further Information

For further Information, updates, and to register please consult the official Future Play 2010 website at <http://www.futureplay>. General inquiries about Future Play 2010 can be directed to futureplay@algomau.ca.

