

Foundations of Digital Games 2012

May 2012, Raleigh, North Carolina
<http://www.fdg2012.org>

Call for Workshop Proposals

Deadline: 17 October 2011

FDG 2012, the International Conference on the Foundations of Digital Games, is a focal point for academic efforts in all areas of research and education involving games, game technologies, gameplay, and game design. The goal of the conference is the advancement of the study of digital games, including new game technologies, capabilities, designs, applications, educational uses, and modes of play.

FDG 2012 will include presentations of peer-reviewed papers, invited talks by high-profile industry and academic leaders, panels, poster sessions, Doctoral Consortium sessions as well as an interactive game demo session. Please refer to the website for submission details on each of these modalities. This particular call pertains only to **WORKSHOP PROPOSALS**.

The conference workshops are full-day and half-day sessions focused on emerging game-related topics. These workshops, held the day prior to the main conference, provide an informal setting for new developments to be presented, discussed and demonstrated. We are particularly interested in topics that bridge different communities and disciplines.

Submission instructions

Concise workshop proposals (**max. 2 pages**) should include: an extended abstract, the objectives and expected outcome of the workshop, the planned activities, the background of the organizer(s), the anticipated number of participants, and the means for soliciting and selecting participants.

Workshop proposals should be submitted directly to the Workshops Chair, Rafael Bidarra, at R.Bidarra@tudelft.nl, **no later than October 17th, 2011**.