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Search

## CFP

## G2BDAI 2017: Workshop on Games, Gamification ,Big Data and AI

Shenzhen, China, September 11-13, 2017

<b>Conference website</b>	<a href="http://simutools.org">http://simutools.org</a>
<b>Abstract registration deadline</b>	March 15, 2017
<b>First CFP will be circulated</b>	March 25, 2017
<b>Full Paper Submission</b>	May 1, 2017
<b>Submission deadline</b>	May 1, 2017
<b>Short Paper, Poster and Demo Submission</b>	May 19, 2017
<b>Notification and Registration opens</b>	June 12, 2017
<b>Camera-ready Submission</b>	July 10, 2017
<b>Start of Workshop</b>	September 11, 2017
<b>End of Workshop</b>	September 13, 2017

**Topics:** [game](#) [gamification](#) [artificial intelligence](#) [big data](#)

G2BDAI 2017 is an annual International Workshop on Game, Gamification ,Big Data and Artificial Intelligence, collocated with SimuTools 2017. The workshop focuses on a broad range of research challenges in the field of games, gamification ,big data and AI, and their interplays to enhance simulation modeling and analysis, addressing

current and future trends in simulation techniques, models, practices and software.

Hence, we invite conceptual, methodological, and empirical papers using wide-range approaches, and we also strongly encourage researchers unable to participate in the conference to submit articles for this call. The interested contributors are encouraged to contribute their research works based on undermentioned extensive list of topics, but are not limited to:

Topic 1: Introduction - overview of gamification	Topic 4: Applications
Subtopic 01: Introduction	Subtopic 01:
Gamification in entertainment	
Subtopic 02: Game elements	Subtopic 02:
Gamification in healthcare	
Subtopic 03: Game design techniques	Subtopic 03:
Gamification in retails/tourisms	
Topic 2: Gamification	Subtopic 04:
Gamification in education	
Subtopic 01: Game mechanics	Subtopic 05:
Gamification in software development	
Subtopic 02: Motivation analysis	Subtopic 06:
Gamification in science	
Subtopic 03: Design processes	Topic 5: Future of
gamification	
Subtopic 04: Virtual economy	Subtopic 01:
Future of gamification: business perspective	
Subtopic 05: Translational gamification	Subtopic 01: Future
of gamification: technology perspective	
Subtopic 06: Gamification measurement and analytics	
Topic 3: Enabling Technologies	
Subtopic 01: Wearable devices and systems	
Subtopic 02: Emotion detection	
Subtopic 03: Virtual and augmented reality	
Subtopic 04: Virtual currencies	
Subtopic 05: Big data intelligence and AI for gamification	
Subtopic 06: Cloud computing for gamification	

## **Submission Guidelines**

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Papers must be written in English and must not exceed 10 pages. Submitted papers must not have been submitted for review or published (partially or completely) elsewhere. Papers will be assessed based on originality, correctness, relevance, and quality of writing. In exceptional circumstances (such as papers evidently out of scope) may not receive full-length reviews and may be rejected summarily. At least one author of each accepted paper is required to register and present the work in person at the conference. Short papers of 4 to 6 pages and one-page posters describing work in progress can also be submitted in the short paper category.

Every paper will be peer-reviewed by at least three reviewers.

All papers are submitted by email: [lzwghk@163.com](mailto:lzwghk@163.com) and the submissions will be handled electronically.

Paper accepted in G2BDAI 2017 will be further invited for extension to be included in a book published by IEEE-Wiley. All presented papers in the workshop will be published in the proceedings of the main workshop and submitted to ACM Digital Library .

## **Committees**

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### **Program Committee**

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tentative

### **Organizer**

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Professor LUO Zongwei, Southern University of Science and Technology, Shenzhen, China

## **Sponsors**

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## **Invited Speakers**

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## **Contact**

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All questions about submissions should be emailed to Prof. LUO Zongwei (e-mail: [luozw@sustc.edu.cn](mailto:luozw@sustc.edu.cn) ).