

Special Session Call for Papers Mobile Technology and Gamification (MTG)

Overview

From the innovation perspective, concepts such as serious gaming and gamification are among the most interesting and valuable topics in the domain of interactive mobile communication technologies and learning.

A Serious Game combines a serious intention with a game's rules and targets. They are often considered to be technological applications that use games to engage individuals in an experience through which a learning or professional training aim can be explored. However, Gamification is the application of game design elements and game principles in non-game contexts. For example, a teacher using a point system with leaderboards to make their classes more interesting is using gamification concept, despite not featuring any serious games. So, even if you aren't seeing any serious games in your daily life yet gamification is everywhere. Intrinsic motivation and the desire for personal development are the core area for the application of gamification.

Mobile Technology and Gamification Session (MTGS) provides the opportunity for scientists, researchers, programmers and designers working in the field of Serious Game, Gamification and related areas to share their experience, novel ideas and research results in various fields and applications such as Business, Science, Health, Education and Training.

Topics

Serious Game Design and Usage of Gamification in:

- Healthcare
- Cognitive Science
- Education
- Training
- Tourism
- Culture
- Economy
- Smart Cities & IoT
- Architecture and Engineering
- Marketing and Advertisement

Contribution Types

Proposals for participation in the Special Session can be submitted in the following formats:

- Full Paper (min. 10 max. 12 pages). These include mainly accomplished research results.
- Short Paper (min. 6 max. 8 pages). These are mostly composed of work in progress reports or fresh developments.

All submissions will be peer-reviewed by at least two reviewers. All accepted papers will be included in the conference proceedings, provided at least one author pays the registration fee. The conference proceedings will be published as IMCL2019 Proceedings in the Springer series "[Advances in Intelligent Systems and Computing](#)".

For further questions, please contact the track chair(s).

Important Dates

08 Jul 2019 Submission of complete papers for special sessions

29 Jul 2019 Notification of acceptance

06 Sep 2019 Camera-ready due & Author registration deadline

31 Oct 2019 Conference Opening

Submission

Please visit: <https://www.conftool.net/imcl-conference/> and submit your paper as in the special session “**Mobile Technology and Gamification (MTG)**”

Program Committee

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