

# VS-Games 2016

**7 - 9 September, Barcelona 2016, Barcelona, Spain**

Welcome to the 8th International Conference on Virtual Worlds and Games for Serious Applications.

**Download the Call For Papers here!**



🕒 18 January, 2016

From **7th to 9th September**, the **8th International Conference on Virtual Worlds and Applications for Serious Games** will be held in **Barcelona**. The **new modalities of Augmented Reality (AR)** and **Virtual Reality (VR)** will be presented, as well as many other aspects. **ENTI-UB (School of New Interactive Technologies)** will collaborate in this important **contest** with the **participation** of the **Academic Director at ENTI-UB, Òscar Garcia Pañella**, in the **Technical Programme Committee**, and the **Professor at ENTI-UB Alun Evans** as the **Coordinator**.

**VS-Games 2016** aims to provide **theoretical and academic rigour** in the discussion of **Serious Games and virtual reality**. One of the **problems** that this **sector** is facing is its **adaptation** to the **constant design** of **new hardware and technological solutions**, which **hinder** the **development** of this kind of **technologies**. Precisely, this **8th edition** aims to **address this challenge** head-on by particularly **encouraging submissions or lectures** related to **new technologies** such as **Augmented Reality** and **Virtual Reality**.

This year, **VS-Games 2016** invites **submissions** on the following **subjects**: Virtual environments; **Augmented reality**; **Game design**; Animation for **Serious Games** and virtual worlds; **Serious Games methodologies**; Interactive Aspects; **Visualisation** techniques; **Education and learning**; **Multimedia** gaming; **Case studies** in **Serious Games** and virtual worlds; **Gamification**, interfaces, etc. Moreover, **two prominent speakers** are invited: **Brian Goldiez (University of Central Florida)** and **Anthony Brooks (Aalborg University)**.

As previously mentioned, **VS-Games 2016** will be held in **Barcelona (CosmoCaixa)**. A **city** which is not only one of the **jewels of the Mediterranean**, it is also a vibrant hub for **game-based** research and **development**, with **several AAA studios**, dozens of **startups**, and several **university courses** focusing on **video games**. Being **ENTI-UB** the **leading** university to offer the **first Degree and Course** focused on **video games, Serious Games and themed entertainment**.

Finally, it must be noted that the **best paper** will be published in the **special issue** of the **Springer journal Virtual Reality**. If you would like to submit a **paper**, you can do so **before the 25th March**.