



**22nd International Conference  
on Human-Computer Interaction**  
Bella Center, Copenhagen, Denmark  
19 - 24 July 2020

<http://2020.hci.international/>

## **ADVANCE CALL FOR PARTICIPATION**

### **HCI-Games 2020**

#### **2nd International Conference on HCI in Games**

*Jointly held under one management and one  
registration with HCI International 2020*

**Chair: Xiaowen Fang**

Computer games have grown above and beyond simple entertainment activities. Researchers and practitioners have attempted to utilize games in many innovative ways such as educational games, therapeutic games, simulation games, and gamification of utilitarian applications. Although much attention has been drawn to investigate positive impact of games in recent years, prior research has only studied isolated fragments of a game system. More research on games is called on in order to develop and utilize games for the benefit of society.

At a high level, a game system has three basic elements: system input, process, and system outcome. System input concerns the external factors impacting the game system. It may include, but is not limited to, player personalities and motivations to play games. The process is about game mechanism and play experience. System outcome includes the effects of game play. There is no doubt that users are involved in all three elements. Human Computer Interaction (HCI) plays a critical role in the study of games. By examining player characteristics, interactions during game play, and behavioral implications of game play, HCI professionals can help design and develop better games for the society.

The 2nd International conference on HCI in Games (HCI-Games) intends to help, promote and encourage research in this field by providing a forum for interaction and exchanges among researchers, academics, and practitioners in the fields of HCI and games. The Conference addresses HCI principles, methods and tools for better games.

The related topics include, but are not limited to:

- Serious games
- Simulation games
- Game based learning / Games for learning
- Games and Society
- Edutainment /Education games
- Video games
- Mobile games
- Social network games
- Multiplayer games /MMORPGs
- Interaction design of games
- Therapeutic games
- Digital games/Online games
- Computer games
- Gamification
- Game enjoyment/addiction
- Player personality, characteristics and demographics
- Gender and games
- Game and flow /Game immersion
- Playfulness
- Design tools/technologies
- Development methodology
- Impact of game play
- Playful generation of game mechanics
- Persuasive games
- Crowdsourcing games
- Healthcare and games
- Fitness gaming
- Games and well being
- Neurogames
- Virtual and augmented reality games
- Games and Cultural identities
- Game data analytics

*Conference proceedings published by*

