

NET GAMES 2010

The 9th Annual Workshop on Network and Systems Support for Games (in conjunction with ACE 2010)

Nov 16–17
Taipei, Taiwan

In co-operation with ACM SIGCOMM and SIGMM
Technically sponsored by IEEE Communications Society

The 9th Annual Workshop on Network and Systems Support for Games (NetGames 2010) will be held in Taipei, Taiwan, on November 16-17, 2010. The NetGames workshop brings together researchers and developers from academia and industry to present new research in understanding networked games of today and in enabling the next generation of future networked games. Submissions are sought in any area related to networked games. In particular, topics of interest include (but are not limited to):

- Artificial intelligence
- Augmented physical systems
- Cheat detection and prevention
- Experiences on large-scale gaming system design and implementation
- Impact of online game growth on network infrastructure
- Input devices, haptics and accessibility
- Latency issues and lag compensation techniques
- Messaging and conferencing in games
- Mobile and resource-constrained systems
- Network measurement and traffic modeling
- Network protocol design
- Networks of sensors and actuators
- Operating system enhancements, service platforms, and middleware
- P2P & scalable system architectures
- Quality of service and content adaptation
- Security, authentication, accounting and digital rights management
- System benchmarking, performance evaluation, and provisioning
- User and usability studies
- User behavior and social network in games
- User-generated content authoring and management
- Virtualization technology applied to games
- Results that reproduce (or refute) previous published results

Venue

4F, Taipei World Trade Center Nangang Exhibition Hall, Taipei, Taiwan

Submissions

NetGames 2010 welcomes submissions of full papers, as well as extended abstracts reporting work-in-progress. Full papers must be no longer than SIX pages (inclusive of all figures, references and appendices). Extended abstracts must be no longer than TWO pages and will be presented as Posters in an interactive setting.

Reviews will be single-blind, authors must include their names and affiliations on the first page. Papers will be judged on their relevance, technical content and correctness, and the clarity of presentation of the research. Papers should not be under review at another venue nor previously published elsewhere. These matters are taken very seriously and the organizers of NetGames 2010 intend to enforce the IEEE policies if any author engages in either plagiarism or double submission.

Formatting

Authors must submit their papers in PDF and use single-spaced, double column IEEE conference format. Full papers must not exceed SIX pages (including all figures, references and appendices). Short papers and demonstrations must not exceed TWO pages. Standard IEEE conference paper templates for Microsoft Word or LaTeX formats can be found at <http://www.ieee.org/web/publications/pubservices/confpub/AuthorTools/conferenceTemplates.html>.

Important Dates

Paper registration:	August 3, 2010
Paper submission:	August 3, 2010
Author notification:	September 30, 2010
Camera ready submission:	October 15, 2010
Workshop dates:	November 16-17, 2010

Organization

Steering Committee

Maha Abdallah (University of Paris 6, France)
Grenville Armitage (Swinburne University of Technology, Australia)
Adrian Cheok (National University of Singapore, Singapore)
Mark Claypool (Worcester Polytechnic Institute, USA)
Wu-chang Feng (Portland State University, USA)
Tristan Henderson (University of St Andrews, UK)
Sugih Jamin (University of Michigan, USA)
Anees Shaikh (IBM Watson Research, USA)
Lars Wolf (Technische Universität Braunschweig, Germany)

Honorary General Chair

Chung-Weun Hou (President of National Taipei University, Taiwan)

General Chairs

Adrian Cheok (Keio University, Japan & National University of Singapore, Singapore)
Jiung-Yao Huang (National Taipei University, Taiwan)
Yutaka Ishibashi (Nagoya Institute of Technology, Japan)

Local Organizing Chairs

Shu-Shen Wai (National Taipei University, Taiwan)

Publication Chair

Maha Abdallah (University of Paris 6, France)
Shun-Yun Hu (Academia Sinica, Taiwan)

Publicity Chairs

Tainchi Lu (National Chiayi University, Taiwan)

Program Committee

Program Chairs

Kuan-Ta Chen (Academia Sinica, Taiwan)
Henry Been-Lirn Duh (National University of Singapore, Singapore)
Jehn-Ruey Jiang (National Central University, Taiwan)

Committee Members

Maha Abdallah (University of Paris 6, France)
Sharad Agarwal (Microsoft Research, USA)
Grenville Armitage (Swinburne University, Australia)
Mark Claypool (Worcester Polytechnic Institute, USA)
Varvello Matteo (Alcatel-Lucent, USA)
Wu-chang Feng (Portland State University, USA)
Wu-chi Feng (Portland State University, USA)
Stefano Ferretti (University di Bologna, Italy)
Tobias Fritsch (Freie Universität Berlin, Germany)
Carsten Griwodz (University of Oslo, Norway)
Pål Halvorsen (University of Oslo, Norway)
Tristan Henderson (University of St Andrews, UK)
Shun-Yun Hu (Academia Sinica, Taiwan)
Polly Huang (National Taiwan University, Taiwan)
John Miller (Microsoft Research, UK)
Wei Tsang Ooi (National University of Singapore)
Marius Preda (Institute TELECOM, France)
Farzad Safaei (University of Wollongong, Australia)
Travis Schluessler (Intel Corporation, USA)
Shervin Shirmohammadi (University of Ottawa, Canada)
Ruck Thawonmas (Ritsumeikan University, Japan)
Lars Wolf (Technische Universität Braunschweig, Germany)
Roger Zimmermann (National University of Singapore, Singapore)
JongWon Kim (Gwangju Institute of Science and Technology, Korea)
Tatsuhiro Yonekura (Ibaraki University, Japan)
Keiichi Yasumoto (Nara Institute of Science and Technology, Japan)
Shusuke Okamoto (Seikei University, Japan)
Dai Hanawa (Seikei University, Japan)
Hiroshi Fujinoki (Southern Illinois University Edwardsville, USA)