

National Computer Symposium 2017 (2017 全國計算機會議)
Workshop on Computer Animation and Game Design (電腦動畫與遊戲設計)
Call for Papers

2017 Workshop on Computer Animation and Game Design intends to provide a forum for researchers, educators, and professionals to exchange their discoveries and practices. The workshop also explores future trends and applications in these areas and other related areas. Your participation would be an excellent opportunity for you to meet other researchers and to discuss the technology advancements. All papers must be original and not simultaneously submitted to another journal or conference. The following paper categories are welcome, but are not limited to:

Computer Animation: Virtual Human and Avatars, Character Animation, Facial Animation/Recognition, Collision Detection, Motion Control, Kinematics, Dynamics, Animation Systems, Clothing Animation and Simulation, Expressive Motion / Communication, Group and Crowd Behavior, Methods of Control and Artistic Direction of Simulations, Nature in motion (natural phenomena, plants, clouds, ...) , Perceptual Metrics for Animation, Physical Realism / Measuring the real world for animation, Planning /Learning / Optimization for Animation.

Game Design: Game Interfaces for VR/AR/MR, Games Development and Methodology, Game AI and Believable Characters, Character Development and Narrative, Cognitive Psychology and Gaming, Player Experience, Player Psychology, Player Behavior, Gender in Games, Games for Mobile, Handheld, and Connected systems, Economic or Mathematical Games, Board and Card Games, Serious Games and Gamification.

Important Dates:

Full paper submissions due: October 25, 2017

Notification to authors: November 2-8, 2017

Final versions due: November 10-19, 2017

Conference dates: December 14-15, 2017

Workshop Organizing Committee

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Wen-Kai Tai (National Taiwan University of Science and Technology, Taiwan)

Co-Chairs:

Der-Lor Way (Taipei National University of the Arts)

Cheng-Hsun Hsieh (Southern Taiwan University of Science and Technology)

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