

Digital Games Research Association (DiGRA)

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CfP: SIGGRAPH Asia 2009

2009-04-02 14:18 | Posted by
jpszagal | [Permanent Link](#) |
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SIGGRAPH Asia has a special track for Games in Emerging Technologies this year. Emerging technologies is a demonstration track in SIGGRAPH focussing on much more than 'new improved graphics' - games toying with RFID, positioning,

AR, biometrics etcetera fit very well into this track.

EMERGING TECHNOLOGIES: ADAPTATION

SIGGRAPH ASIA 2009
Pacifico Yokohama,
Yokohama, Japan 16-19
December 2009

<http://www.siggraph.org/asia2009/>

SIGGRAPH Asia 2009 welcomes contributors and volunteers to participate in the 2nd edition of the annual SIGGRAPH Asia Conference and Exhibition on Computer Graphics and Interactive Techniques.

ACM SIGGRAPH is now presenting two conferences each year. The first SIGGRAPH Asia, in December in Singapore, quickly established SIGGRAPH's new event in Asia as one of the world's two leading annual showcases for the next wave of interactive technologies. In Yokohama, SIGGRAPH Asia 2009 will present technological innovations that will change the way we work, live, and play. Let your work be experienced by thousands of attendees from throughout the world!

Emerging Technologies shares an overall theme with the Art Gallery: Adaptation. For SIGGRAPH Asia 2009, we are

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About DiGRA

DiGRA is the association for academics and professionals who research digital games and associated phenomena. It encourages high-quality research on games, and promotes collaboration and dissemination of work by its members

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seeking works that show how digital technology adapts, or can help us adapt, to a world in flux. Adaptation can have many meanings, from machines that repair themselves under stress to technologies that help humans survive in adverse conditions. Adaptations can also be unexpected or unwanted. We are particularly interested in seeing examples of how computer graphics and interactive techniques are evolving to adapt to new conditions: technical, social, environmental, or something else entirely.

We are looking for creative, innovative technologies and applications in many fields, including:

- Audio
- Biotech and biologically inspired technology
- Computer graphics and animation
- Context-aware applications
- Design
- Displays
- Games
- High-speed networking
- Interaction technology
- Mobile technology
- Physical computing
- Robots
- Ubiquitous computing
- Virtual and mixed reality

Feel free to submit even if your work is not covered by the above list! If it is new, cool, and exciting, we want to see it at SIGGRAPH Asia

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2009-06-10

02:42 CfP: Play Things (University of Manchester)
2009-06-14

16:06 CfP: ICIDS - Interactive Storytelling 2009

16:13 CfP: ACE 2009: 5th Advances in Computer Entertainment Technology Conference incorporating DIMEA 2009 (deadline extended!)

Last Entries

- [CfP: ACE 2009: 5th Advances in Computer Entertainment Technology Conference incorporating DIMEA 2009 \(deadline extended!\)](#)
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- [CfP: Play Things \(University of Manchester\)](#)
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2009!

The main form of presentation at Emerging Technologies is live, working, hands-on demonstrations. It is essential that your work can be effectively demonstrated by the time the conference opens in December. To ensure this, the submission process requires all submitters to provide extensive technical, logistical, and practical documentation. Running an Emerging Technologies demo is hard work, but it is also very rewarding. Your work will be experienced by thousands of people, and thousands more will learn about it in international media reports.

We invite submissions from academic institutions, corporations, and individuals. All submissions will be reviewed by experts in relevant fields, and the final selections will be made by a jury. In addition to submitted works, a portion of the exhibition will be curated; please contact the Emerging Technologies Chair if you have suggestions for curated works! Juried and curated works will be clearly distinguished in the conference program.

The members of the SIGGRAPH Asia 2009 Emerging Technologies Jury are:

Mark Billingham, HIT Lab
New Zealand Cynthia
Breazeal, MIT Media Lab Paul

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Debevec, USC Institute for
Creative Technologies Tom
Igoe, New York University
Jun Rekimoto, The University
of Tokyo Kimiko Ryokai,
University of California,
Berkeley Albrecht Schmidt,
University of Duisburg-Essen
Annika Waern, Interactive
Institute

Accepted Emerging
Technologies works will be
presented as on-going
demonstrations throughout
SIGGRAPH Asia 2009 in
Yokohama. Technical support
will be provided to make the
most of each demo. If your
work is accepted, you will
have the opportunity to give a
technical presentation,
advertised in the conference
program. Press tours and other
media outreach will be
organized to further increase
awareness and publicity. A
promotional video will be
widely distributed, and a
description of each exhibit will
be published online and in a
printed catalog. Additionally,
we will seek to offer selected
works the opportunity to be
published as peer-reviewed
papers in an edited special
issue of an academic journal.

The submission deadline is 5
June, 23:59 UTC/GMT. The
jury's decisions will be
announced in early August.
Full submission details can be
found at:

[http://www.siggraph.org/
asia2009/for_presenters/etech/
index.php](http://www.siggraph.org/asia2009/for_presenters/etech/index.php)

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