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. António Nogueira (University of Aveiro, Portugal)
. Binod Vaidya (Institute of Telecommunications, Portugal)
. Edmond Prakash (Manchester Metropolitan University, UK)
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. Mike Preuss (Technische Universität Dortmund, Germany)
. Noureddine Boudriga (School of Communication Engineering, Tunisia)
. Pascal Lorenz (University of Haute Alsace, France)
. Paulo Salvador (University of Aveiro, Portugal)

The First International Workshop on Networking and Games (N&G 2010)

In conjunction with AINA-2010, Perth, Australia, 20-23 April 2010



CALL FOR PAPERS

The International Workshop on Networking and Games (N&G) provides a forum for discussion of recent developments, bringing together researchers, scientists, engineers, academicians and students all around the world to share the latest updates on new technologies and applications that would shape the next generation of networks and systems related with online games.

Online games, also called network games, pose a number of new challenges to communications and network technologies. Computer games are seen as the driving force behind the new generation of high-end GPU-based personal computers that produce stunning graphics and deliver massive general-purpose computations. The focus of this workshop is on the impact of online games upon network architectures, quality of service, networking architectures and topologies, and their adequacy to particular games

N&G 2010 will be held in conjunction with AINA-2010, Perth, Australia. The Workshop is soliciting papers describing original work, unpublished and not currently submitted for publication elsewhere, on topics, including but not limited to, the following:

- Traffic Analysis & Modeling
- Security Issues / Anti-Cheating
- Computer-Human Interaction / User Behavior Analysis
- Quality of Service
- Scalability
- Network Protocols
- Decentralized / Peer to Peer / Overlay Networks
- System Design / Architecture
- Game Design Experience
- Sensor Networks for Games
- Grid and Cloud Computing for Games
- Mobile Games
- Online Serious Games
- Online Educational Games
- Massively Multiplayer Online Games
- GPUs and Networks for Games

PAPER SUBMISSION

Perspective authors are invited to submit their papers using EasyChair System (<http://www.easychair.org/conferences/?conf=ng2010>). A full paper should not have more than six (6) IEEE style pages including results, figures and references. Papers will be reviewed with the standard reviewing procedure (with at least 3 independent anonymous reviews). Accepted papers will be published by the IEEE Conference Publishing Services (CPS) and archived in the Digital Library. The best accepted paper will receive the Best Paper Award.

Important dates

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| ➤ Paper Submission (Deadline extended): | 30 November, 2009 |
| ➤ Notification of acceptance: | 20 December, 2009 |
| ➤ Submission of camera-ready papers: | 15 January, 2010 |

For further information:
<http://ng.it.ubi.pt>