

# FUTURE GAME ON - FGO 2010

## Call for Papers

FUTURE GAME ON (FGO) IS A NEW EUROPEAN PROFESSIONAL EVENT TO SHOWCASE THE LATEST INNOVATIONS OF THE VIDEO GAME SECTOR

FGO WILL BE HELD SEPTEMBER 9 AND 10, 2010, PRECEDING THE PARIS GAME FESTIVAL, IN THE PARIS EXPOSITION CENTER, PAVILLION 7

## Introduction - Future Game On

FGO will encompass a series of conferences presenting top quality technical and scientific papers to a mixed industry/academia public. The event will highlight the state of the art of European video game research and will be an opportunity for major video game actors to present their latest innovations in different fields.

A scientific journal, published in partnership with ACM SIGGRAPH, will regroup FGO conference proceedings. This journal will be a synthesis of our regions' progress in digital content research.

FGO 2010 is organized by the business clusters Cap Digital and Imaginove, in collaboration with Capital Games, and the cooperation of ACM SIGGRAPH.

## Paper Submissions

### Deadlines

Papers must be submitted between **May 19<sup>th</sup>** and **June 22<sup>nd</sup> 2010, 11:59pm** (Central European Time). They must be deposited on the FGO website: [www.futuregameon.com](http://www.futuregameon.com). We strongly recommend that you apply before the close of the call. Templates are provided on the website.

June 22<sup>nd</sup>: Submission deadline.

July 6<sup>th</sup> / 7<sup>th</sup>: Committee meeting.

July 10<sup>th</sup>: Announcement of the paper selections.

July 15<sup>th</sup>: Preliminary FGO program posted online.

July 31<sup>st</sup>: Final versions are due.

Aug 1<sup>st</sup>: Publication of the final program.

## Speakers

Anyone conducting research on video game innovation may submit one or several papers. Future Game On must become the meeting point for academic and industrial innovation. Through the public and the speakers, these sectors will be brought together to promote video-entertainment innovation on a European professional level.

## Format

Applications must include all of the criteria listed below. Incomplete proposals will not be considered. Applications must be completed in French or in English. To that effect, two templates are available online ([www.futuregameon.com](http://www.futuregameon.com)), which should be consulted prior to applying. Please familiarize yourself with the required content.

## Domains

Non-exhaustive list of the FGO domains:

- Hyper-reality: Real-time rendering engines, emotional rendering, sound, animation, relief, etc.
- Interactivity / Human-Computer Interaction
- Programming / Multiprocessing / Indexation / Interoperability
- Artificial Intelligence / Automatic generation
- Game design
- Team management, production
- Innovative middleware
- Games of the future

## Paper Selection

The papers will be evaluated by a scientific review committee of video game professional and academic experts. The experts will be selected by the FGO organizers, taking into account their experience and knowledge of the sector.

Final result will be communicated July 10<sup>th</sup>.

## Quality Criteria

The jury will pay particular attention to innovation, to the resolution of technological or scientific problems (if applicable), to the research's implications, including direct application to industry, to taking into account the current state of the art, and to the quality of experimental results.

## Commitment

Candidates will be notified July 10<sup>th</sup> regarding the selection of their submissions. In case of conditional approval, you will be assigned a referee and possibly required to make changes to

the submitted paper. All modifications must be approved by the referee. Additional modifications on the final paper cannot be guaranteed approval.

Through their candidacy, applicants guarantee that they will present their paper at FGO if it is selected. Speakers will be given a free two-day pass for FGO, but no other cost is covered by FGO.

Applicants authorize the publication and communication of their selected papers within the ACM SIGGRAPH community or elsewhere. Content will not be modified upon publication.

If the submission contains secondary content, the source must be acknowledged within the paper. Speakers should be the author of most of the submitted paper's content.

## **Further Information**

For all inquiry, do not hesitate to contact:

Richard Duport

Tel: +33 (0) 1.40.41.11.60

Email: [richard.duport@capdigital.com](mailto:richard.duport@capdigital.com)