IEEE Consumer Communications & Networking Conference (CCNC)
Held in conjunction with the International Consumer Electronics Show, Las Vegas, NV, USA
January 09-12, 2016

Call for Papers for Network Gaming Track

Scope and Motivation:

Network gaming is among the most popular and dynamic services in the Internet. The hardware and software advances continue to sustain the development of elaborated games with sophisticated AI and realistic audio/visual rendering. Moreover, recent wireless/wired network standards facilitate the emergence of richer interaction forms between the players and the integration of sensors and other Internet of things devices continue to enhance the immersive experience of the gamers. With these advances, the gaming world continues to gather a larger and diverse population of users, attracted by the permanent renewal of the gaming concepts. The domain is characterized by the incredible plethora of game types (fun, serious, social, etc), the multiplicity of terminals (consoles, PC, mobiles etc.) and the variety of platforms (Client/server, web, P2P, cloud, etc). The support of such diversity raises new challenges on the underlying network protocols and architectures and introduces new research issues. This track focuses on network aspects of games, and covers research and engineering topics that help understand networked games of today and enable the next generation of future networked games.

Main Topics of Interest:

The Network Gaming Track seeks original contributions in the following topical areas, plus others that are not explicitly listed but are closely related:

- Gaming on demand, Games as a Service
- Gamification and serious networked games
- Social and web-based games
- Pervasive / location-based games
- Games in the Internet of Things, sensors and networked haptics

- Mobile / augmented reality gaming
- Client/server, Peer to Peer, cloud-based and hybrid game architectures
- Data models and ontologies for games
- Interoperability in multi-client / operator systems, linked open data for games
- Massively Multiplayer Online Gaming and scalability
- Networking and protocol optimization for games
- Distribution management for games
- Consistency concepts and replication
- Game content streaming protocols
- Latency issues, lag compensation and error concealment techniques
- Traffic modeling and measurement of networked games
- Quality of Service and Quality of Experience assessment of networked games
- Security and cheat detection
- Middleware, frameworks and testbed platforms for network gaming
- Performance evaluation and experiments
- Distributed content generation
- Distributed AI

Track Chairs:

Prof. Abdennour El Rhalibi, Liverpool John Moores University, UK
Prof. Marco Roccetti, University of Bologna, Italy