



# 9<sup>th</sup> International Conference on Computer Games: AI, Animation, Mobile, Educational & Serious Games

22<sup>nd</sup>-24<sup>th</sup> November 2006

Dublin Institute of Technology  
Dublin,  
Ireland.

<http://www.comp.dit.ie/cgames>

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The International Conference on Computer Games: AI, Animation, Mobile, Educational & Serious Games is the leading research conference devoted to the advancement of the theory and practice of games development. It brings together an international community of experts to discuss the state of the art, new research results, perspectives of future developments and innovative applications relevant to games development and related areas.

## Call For Papers

You are invited to submit a paper on any topic related to computer games design, development and education including: Tools, AI, Mobile & Multi-user Games, Games Design, Intelligent Agents, Graphics, Social/humanities Aspects of Games, Games and Homeland Security, Serious Games, Aesthetic Approaches, Interactive Robots and Toys, Sound Design and Music Systems.

Paper submissions should be made through the CGAMES website before 9<sup>th</sup> October 2006.

