The aim of the 1st annual North American Game-On Conference (GameOn'NA 2005) is to bring together academics, researchers and games people from North America in order to exchange ideas on higher-level concepts that contribute to the field of computer gaming research.

The conference will cover two core tracks:
Artificial Intelligence, Physics and Simulation

A number of peripheral tracks:
Graphics Simulation and Techniques
Facial, Avatar, NPC, 3D in Game Animation
AI and Simulation Tools for games design
Learning & Adaptation
Intelligent/Knowledgeable Agents
Collaboration & Multi-agent Systems
Opponent Modelling
Rendering Techniques
Voice Interaction
Artistic input to game and character design
Storytelling and Natural Language Processing
Security Issues in Online Gaming

Applications:
Wargaming Aerospace Simulations, Board Games etc....
Games for training.
Games Console Design

The conference will be held at McGill University, Montreal, Canada. More information is available on the website:

POSTER SESSION
The poster session only features work in progress. Next to the actual poster presentation, these submissions also feature as short papers in the Proceedings.

STUDENTS SESSION
This session is for students, who want to present their work in progress or part of their doctoral thesis as a paper. Student papers are denoted by the fact that only the name of the student appears on
the paper as an author. They are published as short papers in the Proceedings.

DIVEROUS ACTIVITIES
For demonstrations or video sessions, please contact Philippe Geril

REGISTRATION FEES

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<tr>
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<th>Authors</th>
<th>EUROSIOS Members</th>
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<td>Pre-reg before July 30th 2005</td>
<td>380 CAD/245 EURO</td>
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Student authors pay: 235 CAD/150 EUR

Students who register after July 30th or who are not authors pay 300 CAD/190 EUR.

The registration fee includes a copy of the Proceedings, lunches, conference dinner, get-together party, coffee breaks.

PAPER SUBMISSION TYPES

FULL PAPER (including abstract, conclusions, diagrams, references). During review, the submitted full paper can be accepted as a regular 5 page paper. If excellent, the full paper can be accepted by the program committee as an extended (8-page) paper.

EXTENDED ABSTRACT (at least five pages)
Participants may also submit a 5 page extended abstract for a regular (5 pages) or short (3 pages) paper or poster, which will be reviewed by the International Program Committee.

SHORT ABSTRACT (at least three pages)
Participants may also submit a 3 page abstract for a short paper or poster, which will be reviewed by the International Program Committee.

Each submission will be reviewed by at least three members of the International Program Committee. All accepted papers will be published in the GameOn-NA 2005 Conference Proceedings.

ONE PAGE ABSTRACTS ARE NOT ACCEPTED.

DEADLINES AND REQUIREMENTS
Send all submissions in an ELECTRONIC FORM ONLY in (zipped or unzipped) Microsoft Word format or PDF format (PREFERRED FORMAT) indicating the designated track and type of submission (full paper or an extended abstract) to EUROSIOS (Philippe.Geril@biomath.ugent.be).

Please provide your name, affiliation, full mailing address, telephone/fax-number and Email address on all submissions as well. For submissions please put in the subject of your Email the following indications: GameOn-NA-2005 and designated track or USE THE ABSTRACT SUBMISSION SITE!!
Only original papers, which have not been published elsewhere, will be accepted for publication.

IMPORTANT DEADLINES

EARLY BIRD SUBMISSION DEADLINE JUNE 15TH 2005

SUBMISSION DEADLINES

JUNE 15 - JULY 1, 2005:
Submit contributed full-papers (5 to 8 proceedings pages) not previously published. These submissions, when accepted will be published as regular or extended papers, depending on their quality.

Submit extended abstracts (5 abstract pages) or short papers (3 abstract pages), reports of industrial projects and summaries of posters. These submissions, when accepted will be published as regular, of up to 5 proceedings page papers.

Submit one-to-three page proposals to present tutorials, to organise and chair panel sessions.

JUNE 15 - JULY 1, 2005:
Submit abstracts for student and poster session.

JULY 15, 2005:
Notification of Acceptance or Rejection.

AUGUST 5, 2005:
Authors provide camera-ready manuscript.

AUGUST 22-24, 2005:
Conference

OUTSTANDING PAPER AWARD
The 2005 GameOn-NA Conference Committee will select the Outstanding Paper of the Conference. The author of this paper will be awarded a free registration for a EUROSIS conference. Only papers SUBMITTED AS FULL papers will be eligible for the Outstanding Paper Award.

LANGUAGE
The official conference language for all papers and presentations is English.

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First Name:  
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Yes, I intend to attend the GameOn-NA'2005:  
[ ] Presenting a paper, by submitting a full paper 
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The provisional title of my paper / exhibited tool is:

With the following highlights:

The paper belongs to the category (please tick only one):
[ ] Artificial Intelligence
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[ ] Applications
[ ] Poster session
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Other colleague(s) interested in the topics of the conference is/are:
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