

GAME-ON North America 2005

McGill University, Montreal, Canada
August 22-24, 2005

Call for Papers

Submission Deadline: July 1st

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

Don't miss your chance to attend GameOn'NA 2005 !

**Paper presentations
Poster presentations
Tutorials
Invited speakers
Workshops
and more ...**



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**



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