

International Journal of Computer Games Technology

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Special Issue on Ubiquitous and Pervasive Entertainment

Call for Papers

Today the computer game and interactive market is highly competitive, and entertainment industry needs to find new forms of entertainment to stay competitive. In the age of ambient intelligence—which deals with making computers invisible available throughout the natural environment of the consumer—the technical foundations for new forms of entertainment, education, training, and art are laid. This form of entertainment can be referred to as ubiquitous and pervasive entertainment. However, not solely technology makes a new form of entertainment successful. Players and users today are more knowledgeable. They demand more and expect interactive digital media applications that have a much more diverse set of features than in the past. Ubiquitous and pervasive entertainment provides these new features with its natural and smart ways how consumers can interact with game content. Another trend in today's game environment is the quest to be more collaborative and “social” to give in such a way additional value to services. As seen on the Internet, social media sites attract more and more members to activate and broaden their social networks with games and entertainment content. Also, Ubiquitous and Pervasive Entertainment benefits from the viewpoints of social medias collaborative production and distribution models which builds on user-generated content, peer productions, and open interfaces with external software modules. From the consumer viewpoint the question remains, are they also ready to join collective action and transform into co-designers and active participants before the end result is there to consume. This special issue deals with the latest in Ubiquitous and Pervasive Entertainment.

This special issue on Ubiquitous and Pervasive Entertainment is a multidisciplinary approach to view newly emerging entertainment technology. It focuses on the latest scientific research and developments in the field of Ubiquitous and Pervasive Entertainment. This special issue presents some selected papers from the MindTrek Conference 2007, held between 2nd and 4th October 2007 in Tampere, Finland. Authors submitted to different tracks of the conference, and revised versions of their paper will be invited for the special issue. The special issue is also open for outside contributions as well as contributions from the conference.

The topics to be addressed in this special issue include, but not limited to, the following:

- Ubiquitous and ambient services, devices, and environments
- Context awareness, sensing, and interfaces for ubiquitous computation

- Ergonomics, human-computer interaction designs, and product prototypes
- Software, hardware, and middleware framework demonstrations
- Pervasive and ubiquitous games
- Entertainment and experience technology
- Technical description of artistic works related to ubiquitous computation

Authors should follow the International Journal of Computer Games Technology manuscript format described at <http://www.hindawi.com/journals/ijcgt/>. Prospective authors should submit an electronic copy of their complete manuscript through the journal Manuscript Tracking System at <http://mts.hindawi.com/>, according to the following timetable:

Manuscript Due	January 1, 2008
First Round of Reviews	April 1, 2008
Publication Date	July 1, 2008

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