



**First International Conference on Pervasive  
Technologies Related to Assistive Environments  
(PETRA) 2008  
July 15-19, 2008 Athens, Greece**

**Workshop on “Gaming Design and Experience: Design  
for Engaging Experience and Social Interaction”**

**Workshop Chairs**

Prof Spiros Sirmakessis  
*TEI of Messolongi and RA Computer  
Technology Institute, Greece*  
[syrma@cti.gr](mailto:syrma@cti.gr)

Dr Maria Rigou  
*RA Computer Technology Institute  
and University of Patras, Greece*  
[rigou@cti.gr](mailto:rigou@cti.gr)

**Technical Programme Committee**

Ioannis Hatzilygeroudis  
*University of Patras, Greece*

Kostas Koskinas  
*Panteion University, Greece*

Marios Katsis,  
*TEI of Messolongi and RACTI,  
Greece*

John Tzimas,  
*University of Patras and RACTI,  
Greece.*

Kostas Markellos  
*TEI of Messolongi and RACTI,  
Greece*

**Important Dates:**

Paper submission: March 30, 2008

Notification: April 30, 2008

Camera-ready: May 20, 2008

**Conference Web Site:**

<http://www.petrae.org>

**Workshop Theme and Goals**

As gaming becomes more pervasive we are challenged in our job, learning and personal life by the growing access to virtual spaces and communities that offer opportunities for everyday needs and aesthetic experiences. ‘Creative Industries’ have a need for design measures that reveal new interaction methods, scenario metaphors and in-depth co-creation. This workshop will bring together research and best practices in creative media design for this new challenging field. Gaming appeals to our wits, our senses and emotions; game design is provoked to engage our expressive and experiential capabilities. Theoretical, empirical or semiotic analyses of games may help to explain how. Effective design needs evaluation methods for exploring new concepts. Game design also needs the testing of usability, playability, and methods for involving players.

Gaming also appeals to our social needs. We see developing communities and social networks around (online) games. Recent research indicates that game and sociability design can stimulate social capital in these communities. New platforms and interfaces for gaming may create new ways of shaping our social world.

Games are becoming a more substantial part of training and education in different sectors. Serious games need rich, engaging (social) interaction, but still a lot is to be learned on the trade-off between various design criteria, and the need to blend existing genres into unprecedented future worlds. The focus of this workshop is on innovative methods for the design and evaluation of pervasive games and game play.

**Topics include but not limited to:**

- Creativity and Resonant Interaction
- Multi-modal communication
- Immersiveness
- Experience design
- Perception and performance metaphors
- Alternate and mixed realities
- Creative industries
- Research methodologies in creative practice
- Assessment of exploratory technologies
- (Social and Audiovisual) Usability and playability
- Adaptivity
- Cognition, representation, communication
- User/player centered design
- Game interpretation for design
- Psychological, social, and cultural differences in perception and participation
- Communities, networks, social interaction and social capital
- Cross-cultural and intercultural approaches
- Mechanisms of exclusion
- Game criticism
- Applications in Serious Gaming
- Assessment of exploratory learning approaches

## Submission

Papers should be submitted to workshop chairs. ACM will be the publisher of the proceedings of the PETRA conference and the conference proceedings will be a volume in the ACM International Conference Proceedings Series in the ACM Digital Library. Authors should use the ACM Word or LaTeX style templates to prepare their articles. See: <http://www.acm.org/sigs/pubs/proceed/template.html>

Authors should apply ACM Computing Classification categories and terms. The Classification Scheme can be found at: <http://www.acm.org/class/1998/> Submitted papers should be up to 8 pages. At least one author, of each accepted, is required to register and present the paper.

## Contact Information

Dr Spiros Sirmakessis  
Associate Professor  
Technological Educational Institution of  
Messolongi  
Department of Applied Informatics in  
Administration and Economics,  
30200 Messolongi, Hellas  
Phone +30 2 610 960420  
Fax: +30 2 610 960322  
Email: [syrma@cti.gr](mailto:syrma@cti.gr)  
URL: <http://www.hci-course.gr/bio.htm>

Dr Maria Rigou  
Research Academic Computer Technology  
Institute  
Research Unit 5  
N. Kazantzaki str.  
Patras University Campus  
26500, Patras, Greece  
Phone +30 2 610 960335  
Fax: +30 2 610 960322  
Email: [rigou@cti.gr](mailto:rigou@cti.gr)  
URL: <http://www.hci.gr/team/member04.asp>