



The **10th International Conference on Game and Entertainment Technologies** (part of the IADIS Multi Conference on Computer Science and Information Systems 2017) was hosted in Lisbon, Portugal, during **21-23 July, 2017**.

This conference was organized by the International Association for Development of the Information Society (IADIS).

The conference tried to bring together research and practice from creative, social and business practitioners and researchers in this challenging field. The focus of this conference was on design, development and evaluation of games, entertainment technologies and the nature of play. Known to have been enjoyed since at least 30 BC, games and entertainment are a universal part of human experience and present in all cultures. Games and entertainment activities contribute to the social, emotional, psychological and physical well-being of human society. As game and entertainment technologies become increasingly more pervasive we are continually challenged in our work, learning and personal life by increased access to virtual spaces and communities that offer opportunities for everyday needs and aesthetic experiences. The 'Creative Industries' require design and development structures, techniques and methodologies that enrich, enhance and encourage new interaction modes, metaphors and in-depth co-creation.

This year the submissions from the Game and Entertainment Technologies 2017 was integrated into the Interfaces and Human Computer Interaction conference (IHCI 2017), which addresses the main issues of concern within Interface Culture and Design with a particular emphasis on the affective aspects of design, development and implementation of interfaces and the generational implications for design of human and technology interaction

The IHCI 2017 conference received 127 submissions from more than 28 countries. Each submission was anonymously reviewed by an average of five independent reviewers, to ensure that accepted submissions were of a high standard. Consequently, only 25 full papers were approved which means an acceptance rate of 20%. A few more submissions were accepted as short papers and reflection papers



Extended versions of the best papers were selected to be published in:

- ❖ IADIS International Journal on Computer Science and Information Systems (ISSN: 1646-3692)



Besides the papers' presentation, this conference also included one keynote presentation Dr. Dr. Norbert Streitz (Scientific Director, Smart Future Initiative, Germany).



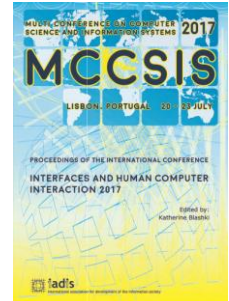
Keynote Presentation:

RE-DEFINING THE "SMART EVERYTHING" PARADIGM TOWARDS RECONCILING HUMANS AND TECHNOLOGY



by Dr. Dr. Norbert Streitz (Scientific Director), Smart Future Initiative, Germany

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