



The 11th International Conference on Game and Entertainment Technologies (GET 2018) (part of the IADIS Multi Conference on Computer Science and Information Systems 2018) was hosted in Madrid, Spain, during 18-20 July, 2018.

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 edition was published jointly with the 12th International Conference on Computer Graphics, Visualization, Computer Vision and Image Processing 2018 and 12th International Conference on Interfaces and Human Computer Interaction 2018. These events received 238 submissions from more than 33 countries. Each submission had been anonymously reviewed by an average of five independent reviewers, to ensure that accepted submissions were of a high standard. Consequently, only 37 full papers were published. The overall acceptance rate corresponds to about 16 %. A few more papers were

accepted as short papers, reflection papers and posters

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

- ❖ the IADIS International Journal on WWW/Internet (IJWI). ISSN: 1645-7641



Besides the presentation of full papers, short papers, reflection papers and posters, these events also included one keynote presentation by Professor Dr. Paloma Diaz, Director of the Digital Living Academic Unit and Director of the Interactive Systems Research Group (DEI-LAB), Universidad Carlos III de Madrid, Spain.

Keynote Presentation:

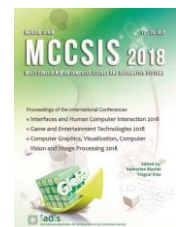


VIRTUAL AND AUGMENTED REALITY: AFFORDABLE AND USEFUL EXPERIENCES IN EDUCATION



by Professor Dr. Paloma Diaz, Director of the Digital Living Academic Unit and Director of the Interactive Systems Research Group (DEI-LAB), Universidad Carlos III de Madrid, Spain

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