The **14th International Conference on Game and Entertainment Technologies** (GET 2021) (part of the IADIS 15th Multi Conference on Computer Science and Information Systems 2021) was held virtually due to the COVID-19 pandemic, during **21-23 July 2021**.

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 15th International Conference on Interfaces and Human Computer Interaction 2021. These events received 145 submissions from more than 23 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 published. The overall acceptance rate corresponded to about 17%.

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 papers, the conferences also included a keynote presentation given by Professor José A. Macías Iglesias, Escuela Politécnica Superior, Universidad Autónoma de Madrid, Spain.

Keynote Presentation:

ENGINEERING THE HCI

by Professor José A. Macías Iglesias, Escuela Politécnica Superior, Universidad Autónoma de Madrid, Spain

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