



The 9th edition of the **International Conference on Game and Entertainment Technologies** (part of the IADIS Multi Conference on Computer Science and Information Systems) was held in Funchal, Madeira, Portugal, during **2-4 July, 2016**.

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

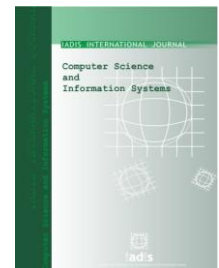
The Game and Entertainment Technologies (GET) 2016 conference aims to bring together research and practice from creative, social and business practitioners and researchers in this challenging field. The focus of this conference is on design, development and evaluation of games, entertainment technologies 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 International Conference on Computer Graphics, Visualization, Computer Vision and Image Processing 2016 and International Conference on International Conference on Interfaces and Human Computer Interaction 2016. These events received 192 submissions from more than 30 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 29 full papers were approved which means an acceptance rate of 15%. A few more submissions were accepted as short papers, reflection paper, posters and doctoral paper.

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

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



Besides the presentation of full papers, short papers, reflection papers, posters and a doctoral consortium, the conference program featured one keynote presentation given by Professor Jan Gulliksen (KTH Royal Institute of Technology, Sweden).



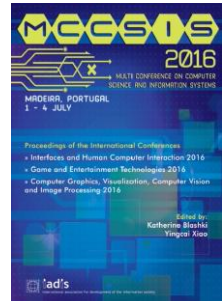
Keynote Presentation:

HUMAN COMPUTER INTERACTION AND SOCIETAL IMPACT – CAN HCI INFLUENCE PUBLIC POLICY MAKING AND IT POLITICS?



by Professor Jan Gulliksen, KTH Royal Institute of Technology, Sweden

The conference proceedings was published in hard copy (ISBN: 978-989-8533-38-8) by IADIS Press.



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