



The **12th International Conference on Game and Entertainment Technologies (GET 2019)** (part of the IADIS Multi Conference on Computer Science and Information Systems 2019) was hosted in Porto, Portugal, during **16-18 July, 2019**.

This conference was organized by the International Association for Development of the Information Society (IADIS) and co-organized by ISEP – Instituto Superior de Engenharia do Porto.



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 13th International Conference on Computer Graphics, Visualization, Computer Vision and Image Processing 2019 and 13th International Conference on Interfaces and Human Computer Interaction 2019. These events received 216 submissions from more than 31 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 37 full papers were published. The

overall acceptance rate corresponds to about 17 %. 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 papers' presentations, these events also included a keynote presentation given by Prof. Paula Escudeiro, Institute of Engineering of Porto, Polytechnic Institute of Porto, Portugal and a tutorial by Prof. Rüdiger Heimgärtner.



Keynote Presentation:

INCLUSIVE INTERFACES



by Prof. Paula Escudeiro, Institute of Engineering of Porto, Polytechnic Institute of Porto, Portugal

Tutorial:

METHOD-MIX FOR THE DEVELOPMENT OF INTERCULTURAL USER INTERFACES

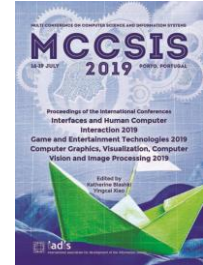


by Prof. Rüdiger Heimgärtner Intercultural User Interface Consulting (IUIIC), R&D HMI Lindenstraße 9, 93152 Undorf, Germany

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