The **17ᵗʰ International Conference on Game and Entertainment Technologies** (GET 2024) (part of the IADIS 18ᵗʰ Multi Conference on Computer Science and Information Systems 2024) was held in Budapest, Portugal, Hungary **13-15 July, 2024**.

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

The Game and Entertainment Technologies (GET) 2024 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 the: 18th International Conference on Interfaces and Human Computer Interaction 2024 (IHCI 2024) and 18ᵗʰ International Conference on Computer Graphics, Visualization, Computer Vision and Image Processing 2024 (CGVCVIP 2024). These events received 116 submissions from more than 22 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 18 full papers were published. The overall acceptance rate corresponds to about 16%. A few more papers were accepted as short and reflection papers.

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

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

In addition to the presentations of the papers, the conference also included two keynote presentations given by Professor Helen Crompton, Executive Director of the Research Institute of Digital Innovation in Learning (RIDIL), Old Dominion University, USA and Prof. Dr. habil. Bernd Blobel, Medical Faculty, University of Regensburg, Germany.

Keynote Presentation:

GENERATIVE AI: AFFORDANCES AND CHALLENGES FOR EDUCATION

By Professor Helen Crompton, Executive Director of the Research Institute of Digital Innovation in Learning (RIDIL), Old Dominion University, USA

Keynote Presentation:

MANAGING HEALTHCARE TRANSFORMATION TOWARDS INTELLIGENT, ETHICAL AND SUSTAINABLE 5P MEDICINE ECOSYSTEMS

By Prof. Dr. habil. Bernd Blobel, FACMI, FACHI, FHL7, FEFMI, FIAHSI, Medical Faculty, University of Regensburg, Germany

Program Committee Members:

Program Chair

Katherine Blashki, Noroff University College, Norway

MCCSIS 2024 General Conference Co-Chairs

Piet Kommers, University of Twente, The Netherlands

Pedro Isaias, Universidade Aberta (Portuguese Open University), Portugal and The University of New South Wales (UNSW – Sydney), Australia

Committee Members:

Alessandro Rizzi, Universita Degli Studi di Milano, Italy

Alf Inge Wang, Norwegian University of Science and Technology, Norway

Castulus Kolo, Macromedia University of Applied Sciences, Germany

Christos Bouras, University of Patras and Computer Technology Institute, Greece

Damon Daylamani Zad, Brunel University, United Kingdom

Daniel Cermak-Sassenrath, It University of Copenhagen, Denmark

Edmond Prakash, University for the Creative Arts, United Kingdom

Etienne Armand Amato, Gobelins L'École de L'Image, France

Gabriele D`Angelo, University of Bologna, Italy

Gerry Chan, Dalhousie University, Canada

Harry Agius, Brunel University London, United Kingdom

Ioana Andreea Stefan, Advanced Technology Systems, Romania

Jouni Smed, University of Turku, Finland

Kai Kimppa, Turku School of Economics, Finland

Katie Salen, University of California, USA

Ke Jing, Bytedance, United States

Kendra Cooper, Independent Scholar, Canada

Louis-martin Guay, University of Montreal, Canada

Michael Katchabaw, University of Western Ontario, Canada

Michel Simatic, Telecom Sudparis, France

Michele Masini, Vie - Valorizzazione Innovazione Empowerment, Italy

Monica Gavrielidou, University of Thessaly, Greece

Panagiotis Kyriakoulakos, University of the Aegean, Greece

Pilar Lacasa, University of Alcala, Spain

Ran Zhang, University of Skovde, Sweden

Sam Qorbani, Macewan University, Canada

Thomas Grace, University of California, USA

Thrasyvoulos Tsiatsos, Aristotle Univerisity of Thessaloniki, Greece

Ulf Wilhelmsson, University of Skovde, Sweden

Ulysses Bernardet, Aston University, United Kingdom

Xiong Shuo, Huazhong Univerisity of Science and Technology, China

Yoshihiro Okada, Kyushu University, Japan