The **18th International Conference on Game and Entertainment Technologies** (GET 2025) (part of the IADIS 19th Multi Conference on Computer Science and Information Systems 2025) was held in Lisbon, Portugal, **23-25 July, 2025**.

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

The Game and Entertainment Technologies (GET) 2025 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.

Topics of interest include, but are not limited to the following areas: Development methodologies, Design issues, Special Effects, Animation, Mobile and ubiquitous games and entertainment, Social and cultural uses of/for Play, Tools and technologies, etc.

This edition was published jointly with the: 19th International Conference on Interfaces and Human Computer Interaction 2025 (IHCI 2025) and 19th International Conference on Computer Graphics, Visualization, Computer Vision and Image Processing 2025 (CGVCVIP 2025). These events received 122 submissions from more than 17 countries. Each submission has been anonymously reviewed by an average of five independent reviewers, to ensure that accepted submissions were of a high standard. Consequently, only 19 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
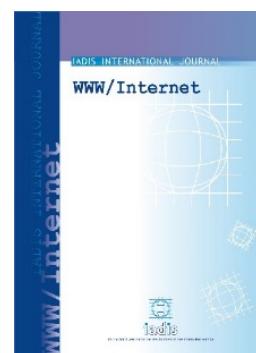
In addition to the presentations of the papers, the conference also included Besides the presentation of full, short and reflection papers, posters and a doctoral paper, these conferences also included one keynote presentation from Professor Dr. Piet Kommers, UNESCO Professor of Educational Technology (The Netherlands).

Keynote Presentation:

A.I. FOR STUDENTS' METACOGNITIVE SKILLS AND CREATIVE THINKING

By Professor Dr. Piet Kommers, UNESCO Professor of Educational Technology (The Netherlands)

The GET 2025 was published in hard copy (ISBN: 978-989-8704-69-6) by IADIS Press.

Volume Editors: Katherine Blashki and Yingcai Xiao
Computer Science and Information Systems Series Editors: Piet Kommers and Pedro Isaías
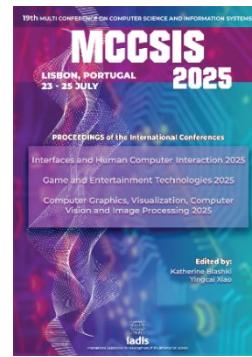
Program Committee Members:

Program Chair

Katherine Blashki, Noroff University College, Norway

MCCSIS 2025 General Conference Co-Chairs

Piet Kommers, UNESCO Professor of Educational Technology, The Netherlands

Pedro Isaias, Universidade Aberta (Portuguese Open University), Portugal

Committee Members:

Alessandro Rizzi, Universita Degli Studi di Milano, Italy

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

Anna-sofia Alklind Taylor, University of Skovde, Sweden

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, Uppsala University, Sweden

Daniele Aurelio, Università Degli Studi di Milano, Italy

Eva Hudlicka, Psychometrix Associates, USA

Gabriele D`Angelo, University of Bologna, Italy

Gerry Chan, Dalhousie University, Canada

H.Samar Qorbani, Macewan University, Canada

Harry Agius, Brunel University of London, United Kingdom

Ioana Andreea Stefan, Advanced Technology Systems, Romania

Josh Mccoy, University of California, Davis, USA

Ke Jing, Bytedance, United States

Kendra Cooper, Independent Scholar, Canada

Marcia Medeiros, UniFANOR (Devry Brasil), Brazil

Michael Katchabaw, University of Western Ontario, Canada

Michel Simatic, Telecom Sudparis, France

Mikael Collan, Lappeenranta University of Technology, Finland

Monika Gavriilidou, University of Thessaly, Computer Technology Institute, Greece

Nicolas Jouandeau, Universite Paris 8 - Liasd, France

Paolo Ciancarini, University of Bologna, Italy

Ralf Doerner, RheinMain University of Applied Sciences, Germany

Thrasyvoulos Tsiatsos, Aristotle University of Thessaloniki, Greece

Ulysses Bernardet, Aston University, United Kingdom

Xiong Shuo, Huazhong Univerisity of Science and Technology, China

Yoshihiro Okada, Kyushu University, Japan

Youquan Liu, Chang An University, China