
* CHI PLAY 2020 | CALL FOR PARTICIPATION

* 7th ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play

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* Submission deadlines

* ~~April 21:~~ Full Papers

* **July 15, 2020:** Work in Progress, Interactivity, Student Game Design Competition,

* Rapid Communications, Doctoral Consortium

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* Ottawa, Canada

* November 2 - 4, 2020

* <https://chisplay.acm.org/2020/> | @acmchisplay | #chisplay20

CHI PLAY is the international and interdisciplinary conference, sponsored by ACM SIGCHI, for researchers and professionals across all areas of play, games, and human-computer interaction (HCI). We call this area 'player-computer interaction'. The goal of the CHI PLAY conference is to highlight and foster discussion on high-quality research in games and HCI as a foundation for the future of digital play. To this end, the conference blends academic research papers, interactive play demos, and industry insights.

Due to the COVID-19 pandemic, CHI PLAY 2020 will be a virtual conference, which comes with additional challenges, such as time zones, asynchronous presentation format, stimulating discussion and exchange of thought, accessibility challenges, and challenges around networking and community building in a virtual format.

We altered the Call for Papers for all submissions due on the 15th of July, to adapt to the requirements of a virtual conference experience. For example, some tracks require additional video material to be stored in the digital library, which requires authors to produce and submit an additional item, and we need additional information to plan across time zones.

We would like to encourage authors to think 'bold and beyond'. While CHI PLAY has always been open to all ways of knowing—from modelling behaviour to participatory design approaches—adapting to the situation, our reviewing guidelines will emphasize the value of other ways to gain insights beyond lab studies—think online studies, interviews conducted via email or video chat, literature reviews, or 1st person design explorations.

Together, we can make sure that our community of researchers, students, and industry professionals continues to grow and thrive.

All current and latest updates on the conference and our responses to the COVID-19 crisis can be found at <https://chisplay.acm.org/2020/COVID19>

*** SUBMISSIONS ***

As an ACM SIGCHI-sponsored conference, CHI PLAY welcomes contributions that further an understanding of the player experience, as well as contributions on novel designs or implementations of player-computer interactions, including, but not limited to, the following:

- Playful interactions and new game mechanics
- Innovative implementation techniques that affect player experiences
- Studies of applied games and player experiences (e.g., games and play for health, wellbeing, and learning)
- Accessible and inclusive design and player experiences
- Advances in game user research and game evaluation methods
- Psychology of players and typologies of games and players
- Gamification, persuasive games, and motivational design
- Virtual and augmented reality in games and play
- Novel controls, input or display technologies for games and play
- Tools for game creation
- Innovations to advance the work of game designers and developers
- Game analytics and novel visualizations of player experiences
- Developer experiences and studies of developers
- Industry case studies

CHI PLAY welcomes contributions on the effects of various technologies, software, or algorithms on player experiences. Technical contributions without impact on players or game designers and developers are not within the scope of CHI PLAY. The conference invites submissions to the following tracks: Full Papers, Interactivity, Work in Progress, and Rapid Communications. Additionally, students are invited to submit to the Student Game Design Competition and the Doctoral Consortium.

*** RAPID COMMUNICATIONS ***

2 to 6 pages, in the interim SIGCHI format, references excluded.

Important dates (all times are 23:59 Anywhere on Earth or AoE):

July 15, 2020: Rapid Communications papers submission deadline

August 22, 2020: Notification of acceptance

September 3, 2020: Final camera-ready papers due

'Rapid Communications' is an innovative track at CHI PLAY focusing on specific topics of interest to the community, highlighting significant work from both industry and research. We especially invite contributions from practitioners and researchers in game development, games user research, games education, gamification and PX. The track is also suitable for individuals, studios, and companies who want to showcase their work and share lessons learned from success and failure.

Rapid Communications papers are presented in short 3-4 minute pre-recorded videos, which will be followed by discussions in dedicated breakout rooms, where the author will be able to have a longer

talk and engagement with the audience. The pre-recorded presentation videos will be archived in the ACM Digital Library in addition to the paper. Rapid Communications welcomes originality and innovation, and is open to post-mortems, case studies, design reflections and rationals, position papers, and design tools.

All accepted Rapid Communications papers and pre-recorded videos will be archived in the ACM Digital Library in the CHI PLAY 2020 Extended Abstracts.

For more information, visit <https://chiplay.acm.org/2020/>

***** WORK IN PROGRESS *****

Up to 4 pages in the interim SIGCHI format, excluding references.

Important dates (all times are 23:59 Anywhere on Earth or AoE)

July 15, 2020: Work in Progress papers submission deadline

August 22, 2020: Notification of acceptance

September 3, 2020: Final camera-ready papers due

Work in Progress contributions provide a unique opportunity for authors to present reports on original yet incomplete work that seeks to advance our current knowledge in games and play through innovative or thought-provoking ideas. We encourage submissions describing late-breaking advances and work-in-progress reports from ongoing research. Submissions are evaluated on the basis of originality, innovation and contribution to the diversity of the conference program.

Due to the virtual format of the conference, Work in Progress papers are presented in short 1-2 minute pre-recorded videos, supported by written and visual material. Additionally, authors will have the opportunity to discuss their work in dedicated breakout rooms, where the author will be able to engage with the audience.

Work in Progress papers and the pre-recorded presentation videos are archived in the ACM Digital Library in the CHI PLAY 2020 Extended Abstracts.

For more information, visit <https://chiplay.acm.org/2020/>

***** STUDENT GAME DESIGN COMPETITION *****

Up to 4 pages in the interim SIGCHI format, excluding references

Important dates (all times are 23:59 Anywhere on Earth or AoE)

July 15, 2020: Student Game Design Competition papers submission deadline

August 22, 2020: Notification of acceptance

September 3, 2020: Final camera-ready papers due

The CHI PLAY Student Game Design Competition will provide a unique opportunity for students to showcase their interactive play systems and designs. The track provides students with the opportunity to provide a description of their game. In addition, students will need to submit a gameplay video (maximum 3 min) of their game as well as proof of their student status (full-time or part-time, all levels up to PhD). Submitting executable copies of student games is optional, though strongly encouraged. A jury panel will nominate the best submissions for presentation. Final winners will be selected by an expert jury panel at the end of the conference.

During the conference, accepted games will be showcased on the CHI PLAY website with links to their extended abstracts, videos, and optional playable executables. There will be several slots across time zones where accepted students will stream live game sessions or demos of their games for the jury and audience to be able to see the games and provide comments. These live sessions will be recorded but not archived, and remain accessible only during the time of the conference for asynchronous attendees.

Student Game Design Competition papers and gameplay videos are archived in the ACM Digital Library in the CHI PLAY 2020 Extended Abstracts.

For more information, visit <https://chiplay.acm.org/2020/>

*** INTERACTIVITY ***

Up to 4 pages in the interim SIGCHI format, excluding references.

Important dates (all times are 23:59 Anywhere on Earth or AoE)

July 15, 2020: Interactivity papers submission deadline

August 22, 2020: Notification of acceptance

September 3, 2020: Final camera-ready papers due

The Interactivity track is an opportunity for researchers, designers and artists within the wider CHI PLAY community to showcase their work in a hands-on setting that gives conference attendees the opportunity to explore and discuss their systems. We are looking for submissions that push the boundaries of playful human-computer interaction through technical advancement, innovative interaction concepts, or stimulate artistic and critical reflection through design. Each submission to this track consists of a live artefact to be demonstrated through a 3-5 minute long video presentation at the conference along with a paper submission that describes the system.

The Interactivity track at CHI PLAY invites submissions in two main categories, research and design. Submissions to the *research* category are expected to make a contribution to our understanding of how humans interact with playful technologies, which needs to be evidenced by thoroughly situating results in previous research in our field when preparing the extended abstract. Submissions to the *design* category are expected to provide an experience that engages conference attendees and stimulates conversation; in their abstract submission we expect authors to describe and reflect on the expected experience.

We especially encourage authors to submit games and interactive experiences that have the potential to be played by the audience during a live-demo session such as browser based experiences.

Interactivity papers and gameplay videos are archived in the ACM Digital Library in the CHI PLAY 2020 Extended Abstracts.

For more information, visit <https://chiplay.acm.org/2020/>

*** DOCTORAL CONSORTIUM ***

Up to 2 pages in the current SIGCHI format, excluding references, a three-to-four page appendix, and a video of up to 5 minutes in length.

Important dates (all times are 23:59 Anywhere on Earth or AoE)

July 15, 2020: Doctoral Consortium papers submission deadline

August 22, 2020: Notification of acceptance

Sept 3, 2020: Final camera-ready papers and video due

The CHI PLAY 2020 Doctoral Consortium provides an opportunity for doctoral students to explore and develop their research interests in games and HCI in an interdisciplinary workshop, under the guidance of distinguished researchers. We invite PhD students who feel they would benefit from this kind of feedback on their dissertation work to apply for this unique opportunity. Participants will share their work with other doctoral students as well as senior researchers in the field. The Doctoral Consortium will involve two online events before the virtual conference: peer review of submissions in small groups, and small group meetings with mentors. Finally, participants will present their work to the entire conference during a special conference session. The strongest candidates will be those who are at least in their second year, have a clear topic and research approach, and have made some progress, but who are not so far along that they can no longer make changes. In addition to stating how you will benefit from participation, both you and your advisor should be clear on what you can contribute to the Doctoral Consortium. In addition to their consortium contribution, accepted students will also submit and present a video at the CHI PLAY conference.

Doctoral Consortium papers and videos are archived in the ACM Digital Library in the CHI PLAY 2020 Extended Abstracts.

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