



# MobiGames2015

The 2<sup>nd</sup> Workshop on Mobile Gaming



## **Program Committee Co-Chairs**

Eduardo Cuervo & David Chu  
*Microsoft Research*

## **Steering Committee**

Sharad Agarwal  
*Microsoft Research*  
Rajesh Balan  
*Singapore Management University*

## **Program Committee**

Xuan Bao  
*Samsung Research America*  
Fabian Bustamante  
*Northwestern University*  
Hao-Hua Chu  
*National Taiwan University*  
Mark Hancock  
*University of Waterloo*  
Justin Manweiler  
*IBM Research*  
Jeff Pang  
*Databricks*  
Taiwoo Park  
*Michigan State University*  
Alanson Sample  
*Disney Research*  
Tingxin Yan  
*University of Arkansas*

May 19<sup>th</sup> 2015

Florence, Italy

<http://www.sigmobile.org/mobisys/2015/workshops/mobigames>

## **Important Dates**

Paper Submission Due: ~~March 1, 2015~~ **March 8, 2015**

Notification of Acceptance: March 19, 2015

Camera Ready Due: April 2, 2015

## **Call For Papers**

In this Second Mobile Gaming workshop, we will bring together practitioners as well as interested researchers to discuss the latest developments in this growing field. We will identify what we have already achieved, the challenges that lie ahead, and promising avenues forward. Topics of interest include, but are not limited to:

- Augmented reality games
- Virtual reality games
- Head mounted displays and other wearable devices.
- Cloud support for mobile game streaming
- Cheating in networked mobile games
- Reducing the energy consumption of mobile games
- Increasing the quality of graphics on phones
- Tolerating limited bandwidth and high latency on wireless links
- Impact of device limitations on mobile game players
- Mobile games that interact with other devices in the vicinity
- Protocols and architectural designs or concerns for next generation mobile games
- Optimizing game servers and transport for mobile users
- Cross-device gaming (e.g. phones, slates, PCs, consoles)
- Novel game types and/or interaction modalities
- Matchmaking for mobile multiplayer games
- Traffic measurements or usability studies of mobile games
- Massively multiplayer mobile gaming

Submissions should be limited to six (6) pages including references and will be included in the MobiSys'15 proceedings. Demos and posters are also welcome as one (1) page submissions.