

MobiGames 2012 CFP

ACM SIGCOMM Workshop on Mobile Gaming
Mon 13 Aug 2012
Helsinki, Finland

While they are a relatively new phenomenon, games on smartphones have become wildly popular with users. Games consistently dominate the top purchases on mobile app marketplaces. With the intense competition that has ensued in this industry, games are now rapidly incorporating sophisticated technologies that have been adapted to the mobile computing environment, many of which are of growing importance to researchers. There are many research challenges across graphics, energy consumption, network latency, HCI, security, and sensor networking. While this field is interdisciplinary by nature, many proposed ideas have direct impact on how networking protocols and infrastructures are designed and managed.

In this first Mobile Gaming workshop at SIGCOMM, 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:

- 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 in games
- impact of device limitations on mobile game players
- mobile games that interact with other devices in the vicinity such as TVs, sensors, and other phones
- 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
- detailed traffic measurements or usability studies of mobile games
- massively multiplayer mobile gaming

All submissions must be original work not under review at any other workshop, conference, or journal. The workshop will accept papers describing completed work as well as work-in-progress, so long as the promise of the approach is demonstrated. Radical ideas or position papers, potentially of a controversial nature, are strongly encouraged. Submissions must be no greater than 6 pages in length and author names and affiliations should be included in the submission. Submissions must follow the formatting guidelines at <http://conferences.sigcomm.org/sigcomm/2012/>

Workshop Chairs

Sharad Agarwal (Microsoft Research)
Rajesh Krishna Balan (Singapore Management University)

Program Committee

Sharad Agarwal (Microsoft Research)
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Jeffrey Pang (AT&T Labs)
Junehwa Song (KAIST)
Lin Zhong (Rice University)

Important dates:

Submission deadline: 15 March 2012
Author notification: 15 May 2012
Camera ready: 1 June 2012
Workshop: 13 August 2012

URL for submission: <https://apollo.smu.edu.sg/mobigames12/>