

# IDET 2008



Call for Papers

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## International Workshop on Interactive Digital Entertainment Technologies (IDET 2008)

15 – 16 July, 2008, Lanzhou University, China

<http://www.hkws.org/events/idet2008>

With the significant development of digital technologies in recent years, we are seeing more and more applications of digital technologies, in particular in the entertainment domain. These applications may include computer games, e-learning, interactive TVs and virtual environments. This workshop aims at providing opportunities for researchers and developers to share their experiences and for investors to share their visions in digital entertainment. We call for papers that cover the technology aspect as well as application aspect of digital entertainment, including but not limited to the following topics:

- Realistic and non-realistic rendering, time-critical rendering
- Real-time animation techniques
- Hardware (haptics) and software interfacing techniques
- Content creation, automatic story generation
- Content delivery and streaming technologies
- System and server architectures
- Network and distributed systems technologies
- Applications: games, virtual environments, education, movies, interactive TVs

## Paper Submissions

Each paper for submission should be formatted using the following template (<http://www.hkws.org/events/idet2008/IDETtemplate.doc>). It must not be longer than 6 pages in length, including references and figures. Authors should submit their papers using the online paper submission system, which will be available soon.

The workshop proceedings will be published by IEEE.

## Important Dates

Full Paper Submission: **February 15, 2008**  
Author Notification: **April 1, 2008**  
Camera-ready Papers due: **May 1, 2008**



For more information regarding to the conference or paper submission, please check the conference web site or send email to: [idet2008@gmail.com](mailto:idet2008@gmail.com)