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.