CALL FOR PAPERS
Massively Multiplayer Online Games Technologies and Applications
IEEE Transactions on Emerging Topics in Computing
Special Issue/Section June Issue 2014

IEEE Transactions on Emerging Topics in Computing (TETC) seeks original manuscripts for a Special Section on Massively Multiplayer Online Games (MMOGs) Technologies and Applications scheduled to appear in the June Issue of 2014.

MMOGs are gaining an increasing importance worldwide because they pose a number of new challenges to science, engineering, and industry, not to mention that they constitute a vibrant market that involves large budgets and businesses. These challenges may be understood from three points of view: computing, information, and communication. Having computers capable of dealing with massive data and computations per time unit is essential for online games demanding interactive rates or real-time, but it is not least true we need enough network bandwidth in order to guarantee that the game updates across the network are conveyed and received without lags. Recall that online games as, for example, World of Warcraft has over ten million subscribers with a peak of about half a million players interacting simultaneously within a virtual world. In general terms, we can even say that computer games constitute the driving force behind the new generation of high-end GPU-based personal computers that produce stunning graphics and deliver massive general-purpose computations.

This special issue will cover enabling technologies for MMOGs, as well as applications of MMOGs in other domains like military training, e-learning, among others. The focus will be mostly on the technological aspects of games, i.e., the computing (e.g., load balancing), information (e.g., persistent worlds), and communication (e.g., networking topologies as P2P), but high-quality papers that tackle these technological aspects in non-massive multiuser games may be also considered if they are able to contribute with solutions that can benefit MMOGs too. Hence, topics include, but are not limited to:

- Security Issues, Anti-Cheating Solutions, and Trust Modeling
- Computer-Human Interaction, User Behavior Analysis, Game Design Experience
- Scalability, Quality of Service and Latency Compensation Techniques
- Network Protocols, Traffic Analysis and Modeling
- Decentralized / Peer to Peer / Overlay Networks
- System Design / Architecture
- Sensor Networks for Games
- Grid and Cloud Computing and Mobile Games
- GPUs and Networks for Games
- Seamless Movement and Migration of Players
- Persistent Worlds and Embedded Databases

Submitted articles must not have been previously published or currently submitted for journal publication elsewhere. As an author, you are responsible for understanding and adhering to our submission guidelines. You can access them at the IEEE Computer Society web site, www.computer.org. Please thoroughly read these before submitting your manuscript. TETC is the newest Transactions of the IEEE Computer Society with Open Access only.

Please submit your paper to Manuscript Central at https://mc.manuscriptcentral.com/tetc-

Please note the following important dates.
• Submission Deadline: May 31, 2013
• Reviews Completed: July 19, 2013
• Major Revisions Due (if Needed): September 20, 2013
• Reviews of Revisions Completed (if Needed): October 11, 2013
• Minor Revisions Due (if Needed): November 1, 2013
• Notification of Final Acceptance: November 15, 2013
• Publication Materials for Final Manuscripts Due: December 31, 2013
• Publication date: Third Section of 2014

Please address all other correspondence regarding this special Section to both Guest Editors A. Gomes and E. Prakash.

<table>
<thead>
<tr>
<th>GUEST EDITORS</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Abel Gomes</strong></td>
</tr>
<tr>
<td>University of Beira Interior (Covilhã, Portugal)</td>
</tr>
<tr>
<td>Email: <a href="mailto:agomes@di.ubi.pt">agomes@di.ubi.pt</a></td>
</tr>
<tr>
<td><strong>Edmond Prakash</strong></td>
</tr>
<tr>
<td>University of Bedfordshire (Luton, United Kingdom)</td>
</tr>
<tr>
<td>Email: <a href="mailto:Edmond.Prakash@beds.ac.uk">Edmond.Prakash@beds.ac.uk</a></td>
</tr>
</tbody>
</table>