Preface

We take this opportunity to extend a warm welcome to all participants of the 16th International Conference on Computer Games, CGAMES 2011 Louisville, USA. The conference is now in a Technical Co-Sponsorship with IEEE Society and the IEEE Computer Society Technical Committee that has endorsed the conference. The conference is in its 11th year now and it has served the computer gaming community by promoting the advancement, innovation, and potential application of computer games in many areas including training, education, and health during its life span. The conference has brought together leading experts and participants from education and research institutions, entertainment industry, as well as educational organisations with immense interest in the use of computer games in education. This conference features keynote talks, panel discussions, and workshops on various aspects of Computer Games, which will be presented by industrial and academic speakers in Serious Games, Virtual Worlds, Emerging Games Technologies, Mobile Devices and Applications. CGAMES continues to maintain constructive links with: the IEEE Computer Society, IEEE Computer Society Technical Committee on Simulation (TCSIM), British Computer Society (BCS) and Digital Games Research Association (DiGRA) and is committed to further strengthening its established relationship with the IEEE society by obtaining IEEE Technical Co-Sponsorship for future events.

CGAMES aims to promote both established and new researchers, including postgraduate research students who may be presenting their work for the first time. Furthermore, CGAMES offers a forum for debate on a range of issues related to the development and use of next generation computer games. This conference reflects the major changes in the way in which games are being developed and played, attracting a large audience from both the games industry and academia. The quality of submitted papers continues to improve each year and special thanks go to the reviewers who have been most diligent in their responses by providing detailed and informative feedback to authors. The best papers will be reviewed for possible inclusion in the International Journal of Intelligent Games & Simulation (IJIGS). http://www3.wlv.ac.uk/ijigs/About.aspx.

We hope you enjoy and benefit from this conference by making new contacts for future mutual collaboration.

Professor Quasim Mehdi, On behalf of the Conference Programme Committee
University of Wolverhampton, July 2011