Message from the Program Chairs
SBGAMES 2014

Welcome to the Computing track of the the XIIIth Edition of the Brazilian Symposium on Computer Games and Digital Entertainment, the SBGames 2014. The Computing track is one of the four main tracks of the event, which together encompass the different aspects of research and development in digital games. The focus of the track is on innovative computing techniques applied to digital games, in fields such as computer graphics, artificial intelligence, simulation, software engineering and human-computer interaction, among others. The Computing track includes full papers, which present substantial results of completed research projects, and as well short papers presenting work in progress or research proposals with preliminary results. Only full papers of this track are included in the proceedings available through IEEE digital library.

This year, the computing track papers reflect once more the quality and productivity of a maturing community of researchers in the area of digital games. We had 28 accepted full papers out of 74 submitted (acceptance rate of 37.8%). These papers reflect recent developments and results that will promote a lively exchange at the meeting and an enduring flow of new research for years to come. The papers published in these proceedings underwent a rigorous double-blind peer-review process by members of the Program Committee, which was composed by volunteers holding doctorate degrees or otherwise relevant teaching and research positions in the Brazilian academy and internationally. Paper themes ranged from computational and engineering aspects of computer game construction to user-centered aspects specific to the design and evaluation of the game experience and its application contexts.

We would like to thank all authors who submitted their papers to the computing track, as well as all members of the technical program committee and reviewers, for their time and effort helping us maintain the overall quality of the program.

Luiz Gonzaga Jr., UNISINOS, Brazil
Marcelo Kallmann, UCMERCED, Brazil
SBGames 2014 Computing Track Program Committee Chairs