

HARNESSING COLLECTIVE INTELLIGENCE WITH GAMES

1ST INTERNATIONAL WORKSHOP ON SYSTEMS WITH HOMO LUDENS IN THE LOOP

With recent advances in harnessing the knowledge and skill of large groups of (unknown) network-connected humans, researchers and practitioners have been designing systems that make contributions of users entertaining and more engaging. Game mechanics are being applied to the traditional human computation tasks, such as transcription, classification and labeling. Seminal examples of such applications include ESP game and FoldIt. At the same time, companies seek strategies to include elements of gaming into business processes to increase productivity and engagement of employees. Framing a business goal in the form of a game is also a promising method for motivating newer generations in the workforce.

To enable effective deployments of the game-based systems, there is a need for a structured analysis of "homo ludens in the loop" aspect, both from technical and social perspective, to derive best practices. The objective of this workshop is to bring together multidisciplinary researchers and practitioners who are embedding game elements to the human computation systems in academic, industry and public sector settings.

The Workshop is collocated with the *International Conference on Entertainment Computing ICEC 2012*. For further Information please visit our website: <http://www.informatik.uni-bremen.de/qci2012/>

AREAS OF INTEREST

The objective of the workshop is to foster the thinking process about how to effectively involve the users in the loop of a production system or crowdsourcing initiative. The topics include but are not limited to:

- Games for Collective Intelligence
- Human Computation Games (Games with a Purpose)
- Applications of games in science, industry and public sector
- Games for data collection, verification and classification
- Game-based surveys
- Task decomposition and gamification

- Quality management in collective play
- Cost – benefit analysis for collective play
- Games and new business models
- Commodification of play (uses and abuses of free time)
- Collective play as socialization (using social networks platforms)
- Game propagation in the social networks
- Game architectures and technology
- Incentives and adoption of games in enterprise environments

SUBMISSION TYPES

- Full Technical Papers (max 10 pages)
- Short Technical Papers (max 6 pages)
- Position Papers (max. 4 pages)

Submissions must be in Springer LNCS format. All submissions will be peer reviewed by at least two independent reviewers. Accepted papers will be presented at the workshop and included in the workshop proceedings.

Accepted papers will be published as technical papers or position papers via Springer and archived in the Springer Link digital library.

Authors might be asked by the program committee to resubmit their paper in a different category. Extended versions of selected papers may be invited for a special issue of the "Entertainment Computing" journal or to also be part of the main conference track.

IMPORTANT DATES

- April 13th, 2012 Paper submission
- May 11th, 2012 Notification of Acceptance
- June 15th, 2012 Camera ready submission (all submission types)
- Sep. 26th-29th, 2012 Workshop at University of Bremen, Germany

ORGANIZING COMMITTEE

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