

PlayIT'11

1st Call for Papers PlayIT'11

1st International Workshop on Games for Knowledge Acquisition

Located at the **20th International World Wide Web Conference WWW 2011**
March 28 or 29, Hyderabad, India

<http://www.insemtives.eu/playit11/>

Deadline for submissions: February 15, 2011 11.59 PM CET

Content

Many areas of knowledge acquisition inherently rely on the availability on large quantities of human input. The problem is that in many of these domains, users lack the motivation to contribute the required metadata. At the same time, there is a steady trend of people spending a substantial amount of time in playing games. As initially proposed by Luis von Ahn's "*Games with a Purpose*", one can benefit from the vast amount of hours spent on online playing, by applying mechanisms to extract meaningful information from game inputs. Since then, there have been many proposals to use casual games which capitalize on fun and competition as two key motivators for people, to willingly invest time and effort in knowledge-acquisition related tasks hiding behind an entertaining collaborative game experience.

The PLAYIT workshop will provide a forum for researchers and practitioners in Web technologies to discuss and exchange positions on the topic of using games for acquiring knowledge following the paradigm of human computation.

Topics

The objective of PLAYIT is to foster the thinking process about games that have the purpose of acquiring knowledge in some form. The topics include but are not limited to:

- Analysis and surveys of games with the purpose of knowledge acquisition
- Proposals for new game models for acquiring knowledge
- Cost – benefit analysis for games
- Games exploiting the "Wisdom of Crowds"
- New games for creating different types of information in a human-driven way
- Evaluations of "games with a purpose"
- Going beyond quiz gaming models and using new game formats for creating information (e.g. shooters, fantasy games, role plays, etc.)
- Games for data interlinking, multimedia annotation, text analysis, speech analysis, etc.
- Game architectures and technology
- Game interoperability

Submissions

We seek three kinds of submissions:

1. Full technical papers: up to 8 pages in ACM format
2. Short technical and position papers: up to 4 pages in ACM format
3. Demo descriptions: up to 2 pages in ACM format

Submissions must be formatted using the WWW2011 templates. Please note that the author list does not need to be anonymized, as we do not operate a double-blind review process.

Submissions will be peer reviewed by at least three independent reviewers. Accepted papers will be presented at the workshop and included in the workshop proceedings. Proceedings will be published online at CEUR-WS.

Please submit papers as PDF via EasyChair at
<http://www.easychair.org/conferences/?conf=playit11>

Important Dates

- **Submission deadline:** February 15, 2011 11.59 PM CET
- **Notification of acceptance:** March 5, 2011
- **Camera-ready versions of accepted papers:** March 15, 2011
- **Workshop date:** 28th or 29th March, 2011

Program Committee

- Roberta Cuel, University of Trento
- Carl Goodman, Peppersghost Productions
- Hans-Joerg Happel, Karlsruhe Institute of Technology
- Tania Tudorache, University of Stanford
- Denny Vrandecic, Karlsruhe Institute of Technology
- Robert West, University of Stanford
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- Sebastian Schaffert, Salzburg Research
- Stefan Thaler, University of Innsbruck
- Johanna Voelker, University of Mannheim
- Jeff Yan, Newcastle University
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Contact

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