

Preface

On behalf of the organizing committee we would like to welcome you to the Foundations of Digital Games Conference 2013 (FDG 2013). After almost 10 months of preparation we are finally here, at the old Venetian harbour of Chania for the 8th sequel of this meeting that brings together leading researchers and practitioners from academia and industry to discuss recent advances and to explore future directions in games research. FDG is a focal point for academic efforts in all areas of research and education involving games, game technologies, gameplay, and game design. The goal of the conference is the advancement of the study of digital games, including new game technologies, capabilities, designs, applications, educational uses, and modes of play.

Our efforts to attract many top-quality submissions of variant types proved to be highly successful. As a result we received a total of **281 (149 full paper) submissions** setting up a new record of submissions for FDG. At the same time, it was our intention to maintain the high level of quality for the conference. Thus, all papers were peer reviewed by track chairs and domain experts and **45** (acceptance rate: **30%**) of them were accepted for presentation as full papers. In addition, **10** short papers were included in the programme.

Beyond full paper presentations our programme includes **7 workshops** on dissimilar topics that cover well the research tracks representing FDG: Design Patterns in Games, EVE Online, Games for Learning, Global Game Jam, Intelligent Cinematography and Editing, Intelligent Digital Games for Empowerment and Inclusion, and Procedural Content Generation. The workshops have included as full or half-day events during the conference for allowing fruitful discussions and constant exchange of ideas between specialised workshops and the FDG main track. In addition, a Mini Game Jam session enhances our workshop activities.

The main track and workshop sessions are complemented by a **poster** session, **doctoral consortium** sessions, a **research and experimental games** session, a **demonstrator** session and two **panel** discussion sessions (Creativity and Games and EVE Online) featuring world-class experts on the topics.

Last but not least, the FDG'13 program includes three **keynote** talks from well respected scholars and game developers: **Kenneth O. Stanley** from the University of Central Florida, **Hanna Wirman** from Hong Kong Polytechnic University and **Rosa Thomas** from Microsoft.

We hope that you will enjoy the conference and your stay in Chania.

Georgios N. Yannakakis and Espen Aarseth

FDG 2013 General Chairs

Acknowledgements

There are many people without whose support this conference would not have been possible. First of all we would like to thank our fellow organizers in the organizing committee: program chairs James Lester and Kristine Jørgensen; proceedings chair Mark J. Nelson; workshops chair Julian Togelius; industrial relations chair Alessandro Canossa; doctoral consortium chair Lennart Nacke; local organizers Kostas Karpouzis and Alexandros Potamianos; and our track chairs R. Michael Young, Rilla Khaled, Jose Zagal, Olli Leino, Torill Mortensen, Rafael Bidarra, Anders Drachen, and Kevin Kee. Several of our organizing committee members helped us in ways beyond what their titles suggest, both through sharing their wisdom and experience of running this conference before, and through their last-minute efforts to solve emergent problems that could or could not have been foreseen by us. We are also grateful for the contributions of the local assistant chairs: Elisavet Palogianidi, Elias Iosif, Georgia Athanasopoulou, Vicky Prokopi, Héctor P. Martínez, Antonios Liapis, Christoffer Holmgård, Georgios Giannakakis and Maria Saridaki. Further, we would like to thank our keynote speakers, who generously gave of their time to come here and share their knowledge: Kenneth O. Stanley, Hanna Wirman and Rosa Thomas.

We also want to thank the Society for the Advancement of Science of Digital Games (SASDG) for trusting us and giving us the opportunity to organise FDG in Chania. The whole SASDG board was particularly helpful but special thanks go to Jim Whitehead. A big thanks also goes to our sponsors, Microsoft Studios and Microsoft Research for their constant support over the years as well as Unity and the Technical University of Crete for their FDG'13 support.

Within the local organization of the conference two key people have voluntarily dealt with all possible challenges and issues during the preparation of the conference and have acted as a link between Chania and the rest of the organising committee. George and Niko Giannakakis this conference would not have been possible without your tremendous help; thank you!

Last but certainly not least we would like to thank the people that really make this conference possible: you! All you delegates who worked hard to do the research that is presented at this conference, that chose to submit your papers here, and came all the way to Chania to spend four days together talking about games research.

Georgios N. Yannakakis and Espen Aarseth

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