



The 9th ACM International Conference on Motion in Games will take place in San Francisco on October 10-12th, 2016 and will be co-located with the AIIDE conference (<http://www.aiide.org>).

Conference mission: Games have become a very important medium for education, therapy and entertainment. Motion plays a crucial role in computer games. Characters move around, objects are manipulated or move due to physical constraints, entities are animated, and the camera moves through the scene. Even the motion of the player is used as input to games. Motion is currently studied in many different areas of research, including graphics and animation, game technology, robotics, simulation, computer vision, and also physics, psychology, and urban studies. Cross-fertilization between these communities can considerably advance the state-of-the-art in the area. The goal of the Motion in Games conference is to bring together researchers from this variety of fields to present their most recent results, to initiate collaborations, and to contribute to the establishment of the research area. The conference will consist of regular paper sessions, poster presentations, as well as presentations by a selection of established researchers in areas related to games and simulation. The conference program will also include social events that foster casual and friendly interactions among the participants and an opportunity to interact with participants of AIIDE. MIG provides an intimate forum for researchers and practitioners to present their research results, inspire new ideas, and promote cross-disciplinary collaborations.

NEW this year! We are delighted to have MIG and AIIDE co-located. We will have some exciting shared speakers between the two conferences. There will also be opportunities for participants to interact to help build important linkages between these two communities.

Please stay tuned for more information and refer to <https://mig2016.inria.fr/> for regular updates!

Deadlines

Paper submission: ~~July 7th 2016~~ **July 14th 2016**

Paper notification: August 26th, 2016

Poster submission: September 1st, 2016

Poster notification: September 8th, 2016

Conference chair

Michael Neff, Associate Professor, University of California, Davis

Program Chairs

Roland Geraerts, Assistant Professor, University of Utrecht

Hubert Shum, Senior Lecturer (Associate Professor), Northumbria University

There are several options for submission which are detailed below. The review process will be double-blind.

Long Papers

We invite submissions of original, high-quality papers in any of the topics of interest (see below). Each submission should be 7-10 pages in length, and will be reviewed by an international program committee for technical quality, novelty, significance, and clarity. All of the accepted regular papers will be archived in the EG and ACM digital libraries. All submissions will be considered for Best Paper Awards. Best Paper, Best Student Paper, and Best Presentation awards will be conferred during the conference.

NEW! The top 10% papers will be selected for a special issue in the Computer&Graphics journal (5-year impact factor: 1.089)

Short Papers

We also invite submission of short papers. Each submission should be 4-6 pages in length, and will be reviewed by an international program committee. Short papers should include an augmentation or new application of existing work. They can also contain the mature seeds of new research.

Posters

Two types of work can be submitted directly for poster presentation: (1) Work that has been published elsewhere but is of particular relevance to the MIG community can be submitted as a poster. This work and the venue in which it was published should be identified in the abstract. (2) Work that is of interest to the MIG community but is not yet mature enough to appear as a long paper.

Posters will not appear in the official MIG proceedings but will appear in an online database for distribution at author's discretion.

Accepted papers will be presented at the conference during oral sessions, or as posters during a poster session. Best Paper and Best Student Paper awards will be conferred during the conference.

Submission

Papers should be formatted using the SIGGRAPH formatting guidelines:

<http://siggraph.org/sites/default/files/acmsiggraph2015.zip>

and submitted using Easy Chair: <https://easychair.org/conferences/?conf=mig2016>

Topics of Interest

The relevant topics include (but are not limited to):

- Animation Systems
- Animation Algorithms and Techniques
- Character Animation
- Behavioral Animation
- Facial Animation
- Particle Systems
- Simulation of Natural Environments
- Natural Motion Simulation
- Virtual Humans
- Physics-based Motion
- Crowd Simulation
- Path Planning
- Navigation and Way-finding
- Flocking and Steering Behaviour
- Camera Motion
- Object Manipulation
- Motion Capture Techniques
- Motion Analysis and Synthesis
- Gesture Recognition
- Interactive Narrative

All papers will be reviewed carefully by the International Program Committee members through a double blind process, with at least 4 reviewers per paper.

For more information, please visit <https://mig2016.inria.fr/>.

And after submitting to MIG, we strongly encourage you to participate in our partner's nucl.ai conference in Austria, 18-20 July 2016: <http://nucl.ai/> -- Artificial Intelligence in interactive media, training & simulations, and digital entertainment! Especially the crowds and animation courses are looking particularly relevant.