



# Call for Papers Networked Games

For *IEEE Internet Computing's* May/June 2014 issue



## Submissions due: 1 September 2013

*Please email the guest editors a brief description of the article you plan to submit by 15 August 2013*

**N**etworked games have grown in popularity over the past decade, catalyzed by the spread of mobile and residential Internet connections with high capacities and low latencies that encourage game developers to incorporate networked features into their products. Although networked games have demonstrated commercial, artistic, and technical successes, challenges and opportunities remain as computer technologies continue to grow. Powerful, inexpensive PCs and game consoles provide the potential for immersive, multiplayer game play, but must still overcome the geographic dispersion of gamers to be fun. Cloud computing promises new models for game computation, with the added challenge of delivering interactive game content to players. Cheap, always-connected smartphones and tablets provide a new frontier for game development, but with the connectivity and security challenges that come with mobile, wireless networks. Underneath all this is the challenge of connecting clients and servers over shared and unpredictably congested IP networks.

This special issue aims to bring together new research results from a variety of backgrounds that address these core challenges. Topics of interest include networked game-related work in

- scalability, cloud support, and game system architectures;
- performance evaluation and optimization;
- effective visualization on Internet infrastructures;
- efficient message distribution and network protocol design;

- latency issues and lag compensation techniques;
- operating system enhancements, service platforms, and middleware;
- multiplayer usability, quality of experience, and user behavior studies;
- mobile games;
- security and cheat detection and prevention; and
- social networking in multiplayer games.

**Editors' note:** We encourage submissions from both academic and industrial practitioners, especially as they pertain to open source tools or products, but content must have technical merit, not be an advertisement.

## Questions?

Contact Guest Editors: Mark Claypool, Grenville Armitage, and M. Brian Blake ([ic3-2014@computer.org](mailto:ic3-2014@computer.org)).

## Submission Guidelines

All submissions must be original manuscripts of fewer than 5,000 words, focused on Internet technologies and implementations. All manuscripts are subject to peer review on both technical merit and relevance to *IC's* international readership – primarily practicing engineers and academics who are looking for material that introduces new technology and broadens familiarity with current topics. We do not accept white papers, and we discourage strictly theoretical or mathematical papers. To submit a manuscript, please log on to ScholarOne (<https://mc.manuscriptcentral.com:443/ic-cs>) to create or access an account, which you can use to log on to *IC's* Author Center and upload your submission.