49th Annual Hawaii International Conference on System Sciences (HICSS 2016)

IMPORTANT DATES:

June 15: Submissions deadline
August 16: Notification sent to authors
September 4: Revision deadline
September 10: Final acceptance notifications sent to authors
September 15: Deadline for authors to submit the final manuscript (camera ready)

INFORMATION:

Venue & Location
About the conference
Submission instructions

within “Decision Analytics, Mobile Services, and Service Science” - track

49th annual Hawaii International Conference on System Sciences HICSS: January 5-8, 2016 @ Grand Hyatt, Kauai
During the last decade games have become an established vein of entertainment, consumer culture, and essentially, a common part of people’s daily lives [19]. In the United States alone 59% of the population plays computer games while revenues of the computer games industry exceed US $15 billion (ESA, 2014). However, in addition to the increased penetration of games, also the ways in which people play and employ games have become more varied. The long-tail is getting longer: there are more different kinds of games available for multitude of different platforms that cater for differing gaming needs [8,11,15,23,24] for widening audiences [1,2,3,12,13,14,16,19,21,22,23] and which use a wide variety of business models [7,10]. Especially the free-to-play revenue model [5,17,20], which enables developers to offer major parts of the game for free, has further fed into this development.

Perhaps the most prominent development related to games and information systems is “GAMIFICATION” which generally refers to the increased convergence of games and everyday life. More particularly gamification is also commonly related to the process of enhancing services/systems so that they increase enjoyable and intrinsically motivated use as well as further behavioural change by employing elements characteristic of games - “Transforming Homo Economicus into Homo Ludens” [4,6,9,18,25].

As HICSS is addressing leading edge interdisciplinary developments, we encourage a wide range of submissions: empirical and conceptual research papers, case studies, reviews as well as practitioner reports related to gamification, games, information systems, commerce and users/players as well as the area between them. Relevant topics include (not limited to):

- **Impact of games and gamification**
  - Individual impact
    - Behaviour
    - Psychological states
    - Well-being
  - Organizational impacts
  - Business benefits
  - Societal impacts
- **Conceptual improvements**
  - Definitions
  - Frameworks
  - Affordances / mechanics
- **Game business**
  - Free-to-play
  - Virtual goods
  - Player retention
  - Game design as marketing
- **Motivations and players**
  - Player typologies
  - Player motivations
  - What needs games satisfy
  - Demographic differences
  - Adoption and continued use
- **Technology and design**
  - Mobile and web applications
  - Gamification in enterprise systems and decision support systems
  - Health applications
  - Education technology (serious games)
  - Design philosophies
  - User modelling
  - (Action) Design research

Accepted papers will be included in the Conference Proceedings published by the IEEE Computer Society and maintained in the IEEE Digital Library. HICSS publications account for the top 2% downloads of all IEEE conferences, and have been consistently ranked as the most cited papers in top journal publications.

**TRACK CHAIRS**

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