The ACM Workshop on Game Systems (GameSys) seeks research on all aspects of computer/digital games with an emphasis on networks, systems, interaction and applications. The first edition of GameSys will be in conjunction with ACM Multimedia Systems Conference (MMSys) in May 2021.

Topics of interest include, but are not limited to, aspects of applications and technologies regarding game systems. We encourage submissions that showcase fundamental research to address challenges improving and enabling game systems and gameplay. Submissions should be targeted to one of the following major topics and their sub-topics:

**System Infrastructure for Games**
- Operating Systems
- Networks
- Computer Graphics
- Game Engines
- Novel Technologies: Blockchain, Cloud, etc.

**Human-Game Interaction**
- Input Modality: Mobile, EEG, and Eye Gaze, etc.
- Haptics and Feedbacks
- Virtual Reality and Mixed Reality
- Emotion, Affection and Experience Studies
- Player Behavior Analysis and Modeling
- Game Balance and In-Game Economics

**Serious Games and Gamification**
- Games for Education
- Games for Healthcare and Medical Treatment
- Games for Crowdsourcing and Collective Intelligence

Topics that do not fall into the above categories may still be considered. Please contact the organizing committee for questions.

**IMPORTANT DATES**

Abstract Registration Deadline  
5 March, 2021

Paper Submission Deadline  
8 March 2021

Acceptance Notification  
9 April 2021

Camera Ready Deadline  
23 April 2021

**ORGANISING COMMITTEE**

**General Chair**  
Mark Claypool  
Worcester Polytechnic Institute, USA

**Program Chair**  
Wei Cai  
The Chinese University of Hong Kong, Shenzhen, China

**SUBMISSION GUIDELINES**

Papers must be up to 6 pages long (in PDF format) prepared in the ACM style and written in English. GameSys papers enable authors to present game systems research that builds on earlier work in a self-contained manner. GameSys papers will be published in the ACM Digital Library.

All papers are double-blind reviewed (i.e., authors and reviewers are anonymous). All submissions will be peer-reviewed by at least three TPC members. All papers will be evaluated for their scientific quality. Authors will have a chance to submit their rebuttals before online discussions among the TPC members.