

Foreword to FDG 2014

Welcome to the **Foundations of Digital Games 2014** conference (FDG 2014). This year's conference brings together researchers and practitioners aboard the Royal Caribbean *Liberty of the Seas*, to present research findings, share game demos, and explore new ideas for the present and future of games research. In the tradition of FDG, this year's event welcomes a diverse mix of presenters and attendees to explore topics related to all areas of games research, including game technology, design, studies, social context, and more.

This year, we sought both to attract high-quality submissions and to provide detailed and thorough peer-review for those submissions. All **179** submissions were peer reviewed by at least three reviewers. **41** of the 86 submitted full papers were accepted for presentation (acceptance rate: $41/86 = 47.6\%$), with the top **17** of these selected as Exemplary full papers (acceptance rate: $17/86 = 19.7\%$). Interactive technologies and prototype games are also showcased live, with **13** games and demos. We also encourage development of the community through Work-in-Progress papers (**24**), posters (**7**), and mentoring through a doctoral consortium (**6** DC scholars).

FDG 2014 hosts **5 panels** on Game AI, Game Studies, Player Studies, Teaching Game Development, and Widening the Pipeline to game industry hires. In addition, **5 workshops** will be conducted on: Procedural Content Generation (the fifth in this regular FDG-hosted series), Teaching Game Studies, Social Believability in Games, Design Patterns in Games, and the Global Game Jam. We also host a special session on advocacy for the future of the field.

Finally, the conference hosts three keynote presentations, from **Lucas Gillespie** (EduRealms.com), **Brenda Laurel** (of TED talk fame), and **Ken Lobb** (Microsoft).

Brenda Laurel has worked in interactive media since 1976. She currently serves as an adjunct professor in Computer Science Department at U.C. Santa Cruz. She served as professor and founding chair of the Graduate Program in Design at California College of Arts from 2006 to 2012. She designed and chaired the graduate Media Design Program at the Art Center College of Design in Pasadena (2001-2006) and was a Distinguished Engineer at Sun Microsystems Labs (2005-2006). Based on her research in gender and technology at Interval Research (1992-1996), she co-founded Purple Moon in 1996 to create interactive media for girls. In 1990 she co-founded Telepresence Research, Inc., focusing on virtual reality and remote presence. Other employers include Atari, Activision, and Apple. Her books include *The Art of Human-Computer Interface Design* (1990),

Computers as Theatre (1991), Utopian Entrepreneur (2001), and Design Research: Methods and Perspectives (2004). Her most recent writing, Gaian IXD, was the cover article in the Sept.-Oct. 2011 issue of the journal Interactions. She earned her BA (1972) from DePauw University and her MFA (1975) and PhD. in Theatre (1986) from the Ohio State University.

Lucas Gillispie is an instructional technologist and public educator working for Pender County Schools, a rural district in southeastern North Carolina. An avid gamer, he is passionate about the integration of video games into the learning environment and using games as a model for instruction. He is the founder of the WoWinSchool Project, a program designed to explore the educational potential of online games like *World of Warcraft* with middle schoolers and leads one of the largest school-based *Minecraft* implementations in the world. Though commonly leading iPad and Chromebook workshops with teachers in his district, occasionally, you'll find him engaged in a heated survival games match with his middle schoolers on the district *Minecraft* server or giving high schoolers roller coaster rides with an Oculus Rift. He shares gaming resources with educators and even makes an occasional blog post at <http://www.edurealms.com>.

Ken Lobb is a Partner Creative Director for Microsoft Studios Publishing. Ken helps sign, build, polish, and deliver first-party content for Xbox One and all Microsoft platforms. With 12 years of experience at Microsoft, he has helped lead some of the studio's biggest gaming franchises, such as Fable, Crackdown, Project Gotham Racing, and Perfect Dark, with recent additions including Killer Instinct, Ryse, Sunset Overdrive, and other unannounced titles. Ken entered the game industry in 1988 working as a producer at Taxan USA, where he spent three years designing and producing games for the Nintendo Entertainment System. Moving to Namco in 1991, he produced several games for the Sega Genesis, Super Nintendo, and Nintendo Gameboy systems. In 1993, he moved to the Pacific Northwest to join Nintendo as Development Manager for the newly formed Treehouse. During his nine years at Nintendo, he was involved in most of the company's games produced in the West, with highlights including GoldenEye 007 and Killer Instinct Gold for the Nintendo 64. He joined Microsoft in 2002. Prior to entering the game industry, Mr. Lobb worked as an engineer for AMD and Waferscale Inc. He graduated from DeVry Phoenix in 1982 with a B.S. in Electrical Engineering Technology.

We hope you enjoy the Foundations of Digital Games FDG 2014 conference.

Your FDG 2014 Program Chairs,
Tiffany Barnes, North Carolina State University
Ian Bogost, Georgia Institute of Technology