

SIGGRAPH Asia 2015 Workshop on R&D in the Video Game Industry

(2 November 2015, Kobe Convention Center)

1 About

On one hand, researchers are primarily motivated by the novelty of a technology or a concept for the future. New ideas must be rigorously proven before gaining acceptance from the scientific community. On the other hand, video game productions are primarily motivated by the delivery of entertaining products to the public, within schedules that are so limited that thorough experimentation is not always an option. In such an environment novelty for its own sake can be seen as holding additional risk and cost. While the cultures and motivations of the two communities are almost opposite, we can see the distance between the worlds of academia and industry is progressively shrinking.

In places of higher learning, video games are gaining more acceptance as “serious subjects” to support or motivate academic research. In video game companies, where hardware and software evolve ever faster into more complex systems, staff with highly specialized research backgrounds are increasingly needed to support productions. As people, knowledge and methodologies are more vigorously shared between academia and industry, we are seeing more and more fruitful collaborations.

The presentations of this workshop will aim at giving a representative view of the current status of research in the field of video games. We will discuss the challenges and benefits of pursuing R&D within the constraints of game productions. Through the sharing of experience, we hope this workshop will be able to help further foster the ties between the worlds of research and industry.

2 Topics

We would like to invite presentations (about 30 min) on the topic of research in the video game industry.

While practical results of research projects can support the discussion, the presentations are recommended to be slightly more abstract or analytical about the research process itself. Ideally, we would like the presentations to emphasize the challenges and solutions that arose during the research. In that regard, non-technical considerations would be appreciated, such as cost/time constraints, management/communication issues, culture gap, etc. Of course, success stories or examples of fruitful collaboration between industry and academia are welcome.

Since we are mostly concerned about the R&D process, subjects used for illustration can encompass all technical fields that undergird video game development: rendering, animation, simulation, artificial intelligence, sound, virtual reality, etc. More production-related subjects, such as workflow, tools or game design can be great subjects too. While our main focus is the field of video games, we are ready to consider applications on neighboring subjects such as CG movies.

3 Important Dates

3 July 2015 23:59 UTC/GMT (The deadline has been extended)
Workshop Papers Submission Deadline

Early August 2015
Workshop Papers Acceptance Notification

25 August 2015 23:59 UTC/GMT
Paper Camera Ready Due

Before End August

Authors of each Accepted Workshops Paper is to Register for Full Conference Pass

2 - 5 November 2015
SIGGRAPH Asia 2015

4 Submission

The submission deadline has been extended to 3 July, 2015, 23:59 UTC/GMT. In order to submit a presentation, please use the SIGGRAPH Information System (SIS) according to the SIGGRAPH Asia 2015 website (<http://sa2015.siggraph.org/en/workshops/rnd-in-the-video-game-industry-half-day.html>).

Submission materials

- Submitters must provide a one- or two-page abstract in the PDF final format using the ACM SIGGRAPH proceedings style (<http://www.siggraph.org/learn/instructions-authors>).
- Names of all collaborators on the work and their affiliations must be included in the document, since the reviewing process is not double-blind.
- Supplementary videos and images are strongly recommended.

5 People

Workshop Organizers

- Remi Driancourt¹ (Square Enix Co., Ltd.)
- Sharif Elcott² (Square Enix Co., Ltd.)
- Yusuke Tokuyoshi³ (Square Enix Co., Ltd)

Program Committee

- Iñigo Quilez (Oculus Story Studio)
- Jorge Jimenez (Activision Blizzard, Inc.)
- Jun Saito (Marza Animation Planet, Inc.)
- Ola Olsson (Chalmers University of Technology)
- Takahiro Harada (Advanced Micro Devices, Inc.)
- Takashi Imagire (SEGA Games Co., Ltd.)
- Takeo Igarashi (The University of Tokyo)
- Tatsuo Yotsukura (OLM Digital, Inc.)
- Tomohiko Mukai (Tokai University)
- Yoshiharu Gotanda (tri-Ace, Inc.)

¹e-mail: remi@square-enix.com

²e-mail: elcoshar@square-enix.com

³e-mail: tokuyosh@square-enix.com