IEEE Conference on
Gaming, Entertainment & Media
GEM 2024

Turin Italy
June 5-7, 2024

Call for Papers

The **IEEE GEM 2024** conference brings together leading researchers, academics, and industry professionals to explore the realm at the intersection of consumer technologies, gaming, entertainment, media and arts.

GEM 2024 welcomes submissions from a wide range of research disciplines (from emerging technologies to art and humanities) in the following formats:

- Full Papers (4-6 pages)
- Short Papers (2-4 pages)
- Late-Breaking Works (2-4 pages + Interactive Demos and/or Videos ~5min)
- Workshop & Tutorial Proposals
- Special Session Proposals

Important dates

Full/Short Papers
Submission Deadline: *Jan 31, 2024*
Notification: *March 12, 2024*
Camera-Ready and Author Registration due: *April 1, 2024**

Workshop, Special Session and Tutorial Proposals
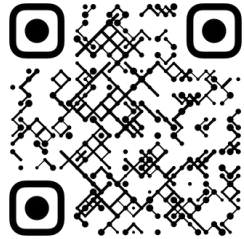Submission Deadline: *Jan 22, 2024*

Late-Breaking Works
Submission Deadline: *March 22, 2024*
Notification: *April 19, 2024*
Camera-Ready and Author Registration due: *April 26, 2024*

*Early bird (discounted) registration ends on April 1, 2024

More Information:
www.ieee-gem2024.org
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