

International Workshop on Smart Game Space and Healthy Behaviour (SGSHB 2024)

With the rapid development of technology, Game Space is gradually becoming an integral part of our lives, work, and social interactions. Not only does it offer unprecedented immersive experiences, but it is also reshaping our behavioural patterns and methods of social engagement in relation to health and well-being. Therefore, the Workshop on Smart Game Space and Healthy Behaviour (SGSHB) aims to bring together researchers and industry professionals to exchange insights and discuss the latest developments and challenges at the intersection of game spaces and human well-being in the smart world. SGSHB refers to exploring how Game Space differs from the real world, its impact on human behaviour, how behaviour adapts and shapes these spaces and so on by using novel techniques, big data analytics, and artificial intelligence methodologies.

By sharing ground-breaking research and pioneering projects, this workshop aims to foster cross-disciplinary collaboration and innovation, ultimately contributing to a more intelligent and healthier life through Smart Game Space.

Possible topics include but are not limited to:

- Smart Environmental Design for Game Space
- Spatial Design in Smartphone and Computer Games
- Spatial Configuration in Game Space
- Smartphone Usage and Behaviour Transition
- Human-Computer/Smartphone Interaction
- Artificial Intelligence and Spatial Computing
- Virtual Space and Mental Health

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