









the International Conference on the

Foundations of Digital Games

June 19 - 21 2010



Papers & Posters: 5th Feb Doctoral Consortium: 12th Feb

Demos: 2nd April



Asilomar Conference Grounds Monterey, California, USA.

Infrastructure (Databases, Networks, Security)

Graphics & Interfaces

Game Studies

Learning in Games

Game Design

Artificial Intelligence

Computer Science & Games Education

Conference Chair:
Program Chair:
Doctoral Consortium Chair:
Workshops Chair:
Panels Chair:
Tutorials Chair:
Industrial Relations Chair:
Local Arrangements Chair:
Webmaster:

Ian Horswill, Northwestern University
Yusuf Pisan, University of Technology, Sydney
Zoran Popovic, University of Washington
Michael Mateas, University of California, Santa Cruz
Ian Bogost, Georgia Institute of Technology
Robin Hunicke, That Game Company
Hiroko Osaka, Northwestern University
Marilyn Walker, University of California, Santa Cruz
Karl Cheng-Heng Fua, Northwestern University

An Official Conference of the Society for the Advancement of the Science of Digital Games

SASDG

In Cooperation With ACM and its Special Interest Groups on Computer Science Education and Artificial Intelligence







FDG 2010 Supported by:

Microsoft*

Research

© SASDG. Photo credits:

(cc) (by=) Veronica Vale - www.flickr.com/people/vbv
 @ Asilomar Conference Grounds - www.visitasilomar.com
 (cc) (by§=) Andrew Fitzhugh - www.flickr.com/people/fitzhugh

4. (cc) (by \$=) Steve Schnwarz - www.flickr.com/people/vasculata