

# Preface

Welcome to the proceedings of Edutainment 2017, the 11th International Conference on E-Learning and Games, which was held in June 26–28, 2017 in Bournemouth, UK.

Over the last decade, the E-Learning and Games conference has become an international forum for researchers and practitioners to present their latest research results in game-based learning and education, and share their experiences gained from this emerging area that combines education and entertainment. The scope of the conference is not limited to just the field of edutainment research, but also includes interdisciplinary subjects across virtual reality, augmented reality, and computer graphics technologies. Since the first conference held in Hangzhou, China, in 2006, the conference has taken place in many international cities including Hong Kong (China, 2007), Banff (Canada, 2009), Taiwan (2011), and now, in 2017, in the sunny southwest of England, in Bournemouth, UK.

Included in this volume of conference proceedings, we have contributions from academia and from industry, all of which aim to advance technology and address challenging issues in all fields related to education and entertainment, ranging from pedagogy, mobile applications, and computer graphics to multimedia, augmented and virtual reality, plus digital games. There were 47 submissions to Edutainment 2017, each of which was reviewed by at least two reviewers from our International Program Committee. 36 papers were accepted for presentation at the conference. The conference also hosted a satellite workshop: Next Generation Computer Animation Techniques.

We would like to thank all members of the International Program Committee for their devotion to the conference in the past years and their expert reviews of the papers, for which they provided valuable feedback to the authors. Many thanks also go to our three keynote speakers, Prof. Gabriel Brostow, Dr. Sylvester Arnab, and Prof. Paul Coulton for their inspirational plenary talks to the conference delegates. Last but not least, we would like to thank Bournemouth University for hosting and organizing the conference.

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