

dear participants

Introducing the 14th edition of this conference, I am happy to present to you the contents of the proceedings and to welcome all the participants of GAMEON'2013, November 25-27, 2013, TheHotel, Brussels, Belgium.

Quoting Bernard Suits, we may characterize *playing a game* as *a voluntary attempt to overcome unnecessary obstacles*, and for all of you that have made the effort to be present, I am confident that, looking at the rich program of this edition, you will be amply rewarded for taking the trouble to be here.

Apart from the papers, covering design, evaluation, storytelling, simulations and (serious) applications, we have a keynote on *the future of games* and invited speakers on *good game design*. In addition, the conference offers a track on *applied game technology*, that will allow you to become familiar with issues such as *digital sculpting*, *dynamic environments* and the role of the (local) game industry in *health care*.

I wish to express my gratitude to all contributors, those who have submitted papers, but also the organizers that have made the conference possible by their diligent work, and the sponsors supporting this event, with of course an explicit thanks to Philippe Geril, whom I personally consider to be the mastermind behind this all.

When I speak about *playing games* to my students, I often make the remark *fun is highly overrated ... power, identity, excitement ... it's all in the game*, and, as already alluded to above, the same holds for the *conference game*, the importance of which, in my view is as a social event, where we meet as researchers and scholars, make new connections, and deepen our knowledge. However, in my previous experiences of the GAME-ON conference, this has always be fun as well, and, again looking at the program, and the participants, it is easy to say *enjoy yourselves*, and, of course, the city of Brussels, including the Comics Museum, which would be worth a visit on its own.

For those not able to attend the conference in person, I'll see you another time, and hope that you enjoy the papers in these proceedings, which rightfully may be considered the fruit of our yearly gathering.

Amsterdam, 2/11/2013

Anton Eliëns
GAMEON'2013 General Conference Chair