

Open entries for LECTURES

The International Game Forum DEVHR, to take place on its 7th edition from September 21 to September 24, at the Digital Culture Center on Mexico City, calls for Lecture proposal entries.

Requirements for Lectures

- Lectures must cover one of the following topics: video games, role-playing games or board games, game culture, or technology to develop immersive experience such as VR or AR. Lectures can be in any area of study or can be about the gaming-related industry.
- All lecture proposals will be evaluated by an academic committee, or if the topic requires so, members of the game industry. Both committees are independent from the DEVHR organization, and therefore their decision is unappealable.
- The Committee can send recommendations about the lectures; these recommendations must be accepted and incorporated into the final presentation.
- Every applicant must follow all the steps indicated on this call, and submit all required information in English. Failure to do so will result in their proposal being rejected.

About the Lectures

- Every presentation must be 20 minutes long.
- Although the lecture may be presented individually or as a group, there can only be one person responsible for the submission process.
- Lectures may be on-site, via streaming, or pre-recorded. DEVHR will not cover travel or accommodation expenses for lectures of participants that come from outside México City.

About the selection process

- Participants must fill the form on the provided link, in order to register.
- DEVHR presentations are divided by thematic areas. These thematic areas are not to be taken as a limitation for the theme that is to be presented. Should your presentation not fit in one of the suggested areas, it will be reviewed and could still be selected for DEVHR. Thematic areas are:
 - **Game Studies:** Academic studies and research projects related to games, game development, gaming culture, or technologies such as VR or AR.
 - **Applied technology:** Themes related to the application of technology on the gaming industry, as well as advances on the tech fields of VR, AR, accessibility, computer generated graphics, computer generated sounds, AI, robotics, etc.
 - **Applied Arts:** All themes related to the uses of art in the gaming industry, such as; literature, music, graphic design, illustration, etc.
 - **Business and entrepreneurship:** All themes related to business, production, marketing, investment, publishing, etc.

- Lecture synopsis must be of a maximum length of 280 characters.
- Lecture proposals must have enough information in order to better assess their relevance to the forum topic. This information may be presented as a script or an infographic of the presentation.
- This call close on May 28th at 23:59 (GMT-5).