

IEEE Conference on  
**Gaming,  
 Entertainment  
 & Media**  
**GEM 2024**

Turin Italy  
 June 5-7, 2024

## Call for Papers & Contributions

The **IEEE GEM 2024** conference brings together leading researchers, academics, and industry professionals to explore the realm at the intersection of consumer technologies, gaming, entertainment, media and arts.

GEM 2024 welcomes submissions from a wide range of research disciplines (from emerging technologies to art and humanities) in the following formats:

- Full Papers (4-6 pages)
- Short Papers (2-4 pages)
- Late-Breaking Papers (2-6 pages)
- Workshop, Tutorial & Special Session Proposals, Industry Forum
- Exhibits, Performances & Demos

For all contributions, accompanying Demos and Videos are welcome

### Important dates

#### Full/Short Papers

Submission Deadline: ~~Jan 31~~ **Feb 15, 2024**  
 Notification: ~~March 12~~, 2024  
 Camera-Ready and Author Registration due: **April 5, 2024\***

#### Workshop, Tutorial, Proposals and Industry Forum

Submission Deadline: ~~Jan 31~~ **March 4, 2024**

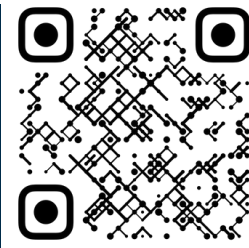
#### Late-Breaking & Special Sessions Papers,

Submission Deadline: ~~March 22~~, **March 29, 2024**  
 Notification: **April 19, 2024**  
 Camera-Ready and Author Registration due: **April 26, 2024**

#### Exhibits, Performances & Demos

Submission Deadline: ~~March 22~~ **April 5, 2024**

\*Early bird (discounted) registration ends on April 1, 2024



More Information:

[www.ieee-gem2024.org](http://www.ieee-gem2024.org)  
[chairs@ieee-gem2024.org](mailto:chairs@ieee-gem2024.org)