

Games, Simulations and Immersive Environments Track Chairs' Welcome

It is our great pleasure to welcome you to the *WWW 2017 Games, Simulations and Immersive Environments (GSIE) Alternate Track*. This track brings together a community of international practitioners, academics and game developers to explore some of the emerging innovations in games, simulations and immersive environments to ensure that learning lessons can be spread effectively across the different sectors and internationally.

The call for papers attracted submissions from fourteen countries. Review and acceptance statistics are as follows:

WWW 2016 GSIE	Reviewed	Accepted	
Full Technical Papers	10	6	60%
Short Technical Papers	5	1	20%

We would like to thank all that submitted papers. Thanks must also go to our programme committee for their hard work in reviewing the papers.

We look forward to your participation in the scientific program and looking forward to see you in Perth!

Sara de Freitas

Murdoch University

David Gibson

Curtin University

Martin Masek

Edith Cowan University

Ivan Boo

Serious Games Asia



Games, Simulations and Immersive Environments Organization

Workshop/Track Chairs: Sara de Freitas (*Murdoch University, Australia*)
David Gibson (*Curtin University, Australia*)
Martin Masek (*Edith Cowan University, Australia*)
Ivan Boo (*Serious Games Asia, Singapore*)

Reviewers: Victor Alvarez (*Murdoch University, Australia*)
Greg Baatard (*Edith Cowan University, Australia*)
Shahrel Nizar Baharom (*Universiti Teknologi MARA, Malaysia*)
Karen Blackmore (*The University of Newcastle, Australia*)
Kim Flintoff (*Curtin University, Australia*)
Tan Wee Hoe (*UPSI, Malaysia*)
Tan Chin Ike (*KDU University College, Malaysia*)
Leah Irving (*Curtin University, Australia*)
Jo Jung (*Edith Cowan University, Australia*)
Demetrios Sampson (*Curtin University, Australia*)
Julian Togelius (*New York University, USA*)
Maizatul Hayati Mohamad Yatim (*UPSI, Malaysia*)