

Call for Workshop Papers: Evaluating Virtual Worlds

Submission Date: Friday 11 September 2009.

Location: Melbourne Australia.

Format: 4-6 pages using the OZCHI 2009 template available at http://www.ozchi.org/mediawiki/ozchipaper_template2009.doc.

Workshop starts: 23 or 24 November, (the main OZCHI 2009 conference runs 25-27 November).

Registration: \$100 Australian for half a day, \$200 for a full day (the [main conference](#) involves a separate registration fee). Expected duration is half a day but depends on the number of accepted participants.

Number of participating authors: 6-12.

This workshop aims to advance the discussion and debate on the most appropriate evaluation methods for virtual worlds, using a novel method of summarizing and critically reviewing the other attending authors' papers.

We expect that authors will be either virtual world designers who wish to explore and adopt evaluation methods, or HCI practitioners keen to share their evaluation methods and insights.

Each author will present their review of two other authors' papers. Each author will have a chance to respond and debate issues arising from the discussion. We intend to publish either as working papers with an ISBN, or via a journal or as an edited book. IF you submit a paper please add in your email which if any of the above publication possibilities you prefer.

Please email your paper to the workshop convener: Associate Professor Erik Champion, Auckland School of Design, Massey University New Zealand. Email address is [e.champion](mailto:e.champion@Massey.ac.nz) AT Massey.ac.nz

Note: Other conferences after the workshop: OZCHI 2009, Writing Media, and [Interactive Entertainment 2009](#) (14-16 December, Sydney).

Please see <http://mirrorworlds.wordpress.com> for more information and regular updates.

There will also be a facebook event advertised at <http://www.facebook.com/event.php?eid=101315579085>.