

Dear GameComm 2008 Authors,

The Camera-Ready upload process has begun for GameComm 2008 workshop.

Authors are kindly requested to take into full account the feedback provided by the reviewers during camera-ready preparation. The quality of the final proceedings depends on the effort of each author to refine his/her accepted paper(s).

Please follow the steps described in the following to ensure that your paper is correctly included in the final conference proceedings CD.

1) Camera-ready papers should be uploaded at the ICST Conference Management Center (CMC), **NOT at EASYCHAIR**.

2) The following 3 steps: *submission of the camera-ready paper*, *one full registration*, and *submission of the copyright form*, need to be completed on time in order to include an accepted paper in the conference proceedings.

3) The **HARD DEADLINE** for these three steps (the registration, uploading camera-ready paper, and copyright form) is August 15th, 2008. We would like to emphasize again that if you have not fulfilled these three requirements, your paper cannot be included in the final proceedings.

Camera-Ready Paper Submission

- Camera-Ready papers should be uploaded into the ICST CMC (Conference Management Center) at <http://www.icst.org/cmc/>.
- Once logged in, select the GameComm 2008 workshop
- The upload procedure consists of three steps:
 - 1) Fill out ALL information for your paper (title, abstract, and keywords);
 - 2) Then include all co-authors of your paper (first name, last name, affiliation and email address) and please be sure to double-check for errors before submission;
 - 3) Upload your camera-ready (PDF is the only supported file format).

Registration:

- Please visit <http://www.valuetools.org/>
- Please register to the **GameComm 2008** workshop. PLEASE NOTE that AT LEAST 1 AUTHOR for each accepted paper must register at full rate (non-student) to GameComm, in order for the paper to be included at the

conference and on the Proceedings CD. ALSO NOTE THAT registering for the main conference alone does NOT satisfy this requirement.

- Regular papers are allowed up to 10 double-column pages with no additional charges.
- Please make sure to enter the title and ID number of your paper from CMC.
- ICST/IEEE/ACM members have a reduced registration fee. It is possible to register to ICST free of charge for a limited time at the following link <http://www.icst.org/?page=membership>

Copyright Form:

- Copyright forms are to be submitted via fax or email. You can download the copyright form at:

http://www.valuetools.org/ICST_Copyright-form.pdf

Please send the complete and signed form back no later than August 15th 2008 to:

Dimitris Toumpakaris
dtouba@upatras.gr
Fax: +30-2610-996811

Paper Formatting:

- Formatting guidelines can be found at

<http://www.acm.org/sigs/publications/proceedings-templates>

<http://www.valuetools.org/authorskitacm.shtml>

- All papers must be 10 pages long, and must follow the ACM conference template. Formatting guidelines can be found here. (Use Option 2, as this allows you to insert the copyright and location information) Remember to complete the ACM copyright footnote with the following lines:

GameComm 2008 , October 20, 2008, Athens, GREECE.

Copyright © 2008 ICST ISBN # 978-963-9799-31-8.

If you are using LaTeX, note that the template automatically inserts the words "ACM" and "\$5.00" and in the copyright line. To suppress this, you will have to open the .cls file and remove these words from where they appear (line 1386).

In addition, ACM requires

- all fonts MUST be embedded within PDF file (this requirement is crucial)

- the PDF file should have thumbnails and should be optimized for fast web viewing

Additional Notes on Formatting:

1) ACM has two styles, both of which are acceptable for inclusion to its libraries: the strict one (option 1), and the tighter one (option 2): <http://www.acm.org/sigs/publications/proceedings-templates>. USE OPTION 2, as this one allows you to insert the location and copyright

2) The style file of ACM unfortunately inserts automatically the word ACM in the copyright. However, in our case the copyright belongs to ICST (Therefore, we can have the papers appear in both the digital library of ACM and elsewhere. This does not preclude the papers appearing in the ACM digital library, in the previous years they did appear, and with an ICST copyright). The solution, for lack of a better one, is simply to hack the system: if you are using Latex, just go the ACM cls file, and remove ACM and insert ICST where the copyright notice is created (line 1386). If you are using Word, then you are lucky, just delete the letters ACM.

3) Regarding the specification that the pdf file must have thumbnails: these are the small pictures that appear in the Navigation Pane of Acrobat Reader (press F4 to see it). Most software tools for creating the pdf file (for example pdflatex) automatically creates these. You can also create them and add them to your pdf file using freeware software.

4) Regarding the requirement for embedding your fonts: Making sure that your fonts are embedded depends on the software you use to create the file, and the software you use to create your figures. To check if your fonts are embedded, open your document with the Acrobat Reader, and then click on "File", then "Properties", then click on the tab "Fonts". I can not give you detailed instructions for embedding your fonts, as these depends on how you create the pdf file and the figures in it.

The technical program will be available soon and will be posted on the conference website. We believe that, thanks to your active participation, we have succeeded in putting together an excellent program with a very high technical quality. Looking forward to meeting you in Athens in October!

Best Regards,

GameComm 2008 Chairs-
Tansu Alpcan,
Nahum Shimkin,
Laura Wynter