

## Topics in Game Design:

1. Accessible Game Design (Accessibility)
2. Augmented / Mixed Reality Game Design
3. Designing Communities of Play
4. Culture Centered Game Play (non-western)
5. Elderly Entertainment
6. Empathy Design
7. Robots Play Design (post 2000)
8. Interactive Theatre (post 2007)
9. Play Design for Children under 4 years of age
10. Designing Location-Based Entertainment
11. Narratives / Digital Storytelling
12. New Gaming Audiences
13. Novel interfaces
14. Pervasive Games
15. Social Impact Gaming
16. Play Design in Love and Affection
17. Synesthetic Games and Entertainment
18. Educational Game Design
19. Role Play in Education
20. Player Modifiable Play Design
21. One Button Engaging Gameplay