The 6th edition of the Game and Entertainment Technologies 2013 (GET) International Conference was hosted in Prague, Czech Republic, during 22 to 24 July, 2013 and was co-organized by The University of Economics in Prague (VŠE), Czech Republic. This conference was part of the Multi Conference on Computer Science and Information Systems 2013, 22 - 26 July.

Co-Organized by:

This conference tried to bring together research and practice from creative, social and business practitioners and researchers in this challenging field. The focus of the GET 2013 was on design, development and evaluation of games, entertainment technologies and the nature of play.

Known to have been enjoyed since at least 30 BC, games and entertainment are a universal part of human experience and present in all cultures. Games and entertainment activities contribute to the social, emotional, psychological and physical well-being of human society. As game and entertainment technologies become increasingly more pervasive we are continually challenged in our work, learning and personal life by increased access to virtual spaces and communities that offer opportunities for everyday needs and aesthetic experiences. The ‘Creative Industries’ require design and development structures, techniques and methodologies that enrich, enhance and encourage new interaction modes, metaphors and in-depth co-creation.

The proceedings of the Game and Entertainment Technologies 2013 Conference were jointly published with the Interfaces and Human Computer Interaction 2013 Conference. These events received 155 submissions from more than 29 countries. Each submission has been anonymously reviewed by an average of five independent reviewers, to ensure that accepted submissions were of a high standard. Consequently only 27 full papers were approved which means an acceptance rate of 17 %. A few more papers were accepted as short papers, reflection paper and posters.
Extended versions of the best papers were selected to be published in:
- the IADIS International Journal on WWW/Internet (ISSN: 1645-7641);

Besides the presentation of full papers, short papers, reflection paper and posters, the conference also included one keynote presentation from an internationally distinguished researcher.

**Keynote Presentation:**

**INTEGRATING INTERACTIVE AND COMPUTATIONAL ANALYSIS IN VISUAL ANALYTICS**

by Dr. Helwig Hauser, University of Bergen, Norway

The GET Conference 2013 proceedings was published in Book (ISBN:9789728939908) by IADIS Press.

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