The 7th International Conference Game and Entertainment Technologies (GET) 2014 was part of the Multi Conference on Computer Science and Information Systems 2014 and was held in Lisbon, Portugal, between 15 to 17 July, 2014.

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

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 2014 Conference were jointly published with the Interfaces and Human Computer Interaction 2014 and Computer Graphics, Visualization, Computer Vision and Image Processing 2014 Conference.

These conferences received 188 submissions from more than 31 countries. Each submission was anonymously reviewed by an average of five independent reviewers, to ensure that accepted submissions were of a high standard. Consequently only 28 full papers were approved which means an acceptance rate of 15%. A few more papers were accepted as short papers, reflection paper, posters and doctoral paper.
Extended versions of the best papers were selected to be published in:

- the IADIS International Journal on WWW/Internet (ISSN: 1645-7641).

The conference program comprised the presentations of full papers, short papers, reflection paper, posters and doctoral paper, and also included one keynote presentation from an internationally distinguished researcher, Professor Boyan Bontchev, Department of Software Engineering, Sofia University, Bulgaria.

Keynote Presentation:

TRENDS AND CHALLENGES IN DIGITAL GAMES AND ENTERTAINMENT EVOLUTION

by Professor Boyan Bontchev, Department of Software Engineering, Sofia University, Bulgaria

The proceedings were published in Book (ISBN: 9789898533227) by IADIS Press.

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