The 8th edition of the International Conference on Game and Entertainment Technologies 2015 (part of the IADIS Multi Conference on Computer Science and Information Systems) was hosted in Las Palmas de Gran Canaria, Spain, during 22 to 24 July, 2015.

The Game and Entertainment Technologies (GET) 2015 was organized by the International Association for Development of the Information Society (IADIS) and co-organized by the Universidad de Las Palmas de Gran Canaria, Spain.

The conference tried to bring together research and practice from creative, social and business practitioners and researchers in this challenging field. The focus of this conference 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 2015 Conference were jointly published with the Interfaces and Human Computer Interaction 2015 and Computer Graphics, Visualization, Computer Vision and Image Processing 2015 Conference.

These events received 178 submissions from more than 27 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 28 full papers were approved which means an acceptance rate of 16%. A few more papers were accepted as short papers, reflection papers, posters and doctoral papers.
Extended versions of the best papers were selected to be published in:

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

Further to the presentation of full papers, short papers, reflection papers, posters and doctoral papers, the conference also offered one keynote presentation from an internationally distinguished researcher.

**Keynote Presentation:**

**GAME OVER? NEW APPROACHES TO TEACHING ENGINEERING COURSES**

by Professor Joaquim Jorge, Full Professor, Department of Computer Science and Engineering, IST – Técnico Lisboa, Portugal

The 2015 proceedings were published in Book (ISBN: 9789898533388) by IADIS Press.

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