



DREXEL UNIVERSITY

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College of Media Arts & Design

Media Arts and Design | Blockchain Conference 2020

Westphal College of Media Arts and Design, Drexel University
May 2-3, 2020

Call for participation

Drexel University's *Department of Digital Media*, supported by *The Education Arcade @ MIT* and the *LIVE LAB @ Texas A&M*, is organising a conference & anthology on the usage of Blockchain technologies in the fields of Media Arts and Design. The conference will be hosted by the Westphal College of Media Arts and Design at Drexel University in Philadelphia on the weekend of May 2-3, 2020.

Scientists, scene experts and specialists from academia and industry are cordially invited to submit proposals for delivering a talk or workshop with the option to contribute a chapter to the planned anthology.

Suggested topics include:

- *Blockchain in Digital Games:*
"Games Industry & Blockchain", "Blockchain & Serious Games", "Blockchain & E-Sports", "Collectible Games", "Gamification in Blockchain Systems"
- *Blockchain in Interactive Digital Media:*
"Social Media & Blockchain", "Attention Economy", "Self-Sovereign Identity"
- *Blockchain in VR & Immersive Media:*
"Hybrid Economies" - connecting virtual items to tangible assets, "Immersive Blockchain Education", "Blockchain & VR/AR Hardware Development"
- *Blockchain in Media Arts and Design:*
Applications of Blockchain technologies in all areas of Media Arts and Design.
- *Miscellaneous:*
All topics that have not yet been mentioned but are a proper fit for the conference.

Submission procedure

1. Please send a proposal of max. 3000 characters, an abstract of 350 characters, and your profile to blockchain20@drexel.edu by February 29, 2020. Please specify the intended format (20 min talk, 60min workshop) and whether you plan to contribute a scientific text to the anthology. Please note that there will be no remuneration for the proposals, the delivered talks or the final book-chapter after acceptance.
2. After the submission deadline the conference-chairs and reviewers will make decisions about the acceptance of the proposals by March 31, 2020. The selection process will be a group review by the chairs of the conference and selected experts according to the panel topics.
3. The top four submissions will be selected as keynote speakers of the conference.
4. If your abstract is accepted and you decided to contribute for the anthology, you will be asked to submit your final article by June 30, 2020. The anthology is intended to be published at the end of 2020.

As Blockchain technology is still perceived to be at its infancy we aim to create an anthology that is understandable and readable for non technical professionals. The final articles are intended for the transfer of knowledge to the interested public, not especially for research purposes. Use language that is easy to understand and avoid abbreviations. Please keep texts as short as possible, but as long as necessary.

You are welcome to add screenshots or graphics. Make sure that gender identities are adequately represented in language. Prepare secured knowledge and discuss controversial positions if necessary. Please do not write advertising texts for a product. Further instructions for authors and a detailed template will follow.

If you have any questions, please contact us at blockchain20@drexel.edu.

We wish you every success and look forward to your contribution!

LIVE LAB
TEXAS A&M UNIVERSITY



SHELLER TEACHER EDUCATION PROGRAM
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