

Počítačové hry

<http://gamestudies.org/0601>,
http://onscreendisplay.net/gamephilosophy/pdf/gamephilosophy_CallForPapers.pdf,
<http://game.itu.dk/>,
<http://www.digra2007.jp/Program.html>
<http://www.gameology.org/node/1602>

<http://www.soundtoys.net/journals>

Další odkazy

- [AudioGang](#)
The Game Audio Network Guild (G.A.N.G.) community supports and enhances the potential of interactive audio.
- [Disquiet](#)
A small part of the Disquiet website focuses on "audio games". These are mostly visual games in which an extra soundlayer is controlled by the visual gameplay. This soundlayer can either add to the fun of the game or be a unique goal. Although not completely in line with our vision of audio games the link is well worth a visit.
- [Gamasutra.com](#)
Gamasutra.com is the online portal of the Gama Network, the only organisation exclusively serving developers of electronic games. This is where game development professionals from around the world turn for ideas and insight when creating the next generation of interactive entertainment.
- [Game Audio Design.com](#)
A community website for game audio designers and researchers of game audio.
- [Game Research](#)
This site attempts to bring together the art, science and business of computer games. It gives an overview of research, news and development in the computer games area. It features articles, papers, links and other resources.
- [Game Studies](#)
Game Studies is a crossdisciplinary journal dedicated to games research. The primary focus is aesthetic, cultural and communicative aspects of computer games. Their mission is to explore the rich cultural genre of games, to give scholars a peer-reviewed forum for their ideas and theories and to provide an academic channel for the ongoing discussions on games and gaming.
- [Grigori Evreinov's Home Page](#)
Grigori Evreinov is a researcher in the Department of Computer Sciences at the University of Tampere. This page provides an incredible amount of links to various subject within the field of sound & technology. Also have a look at his pages about [assistive technologies](#), [alternative interaction](#) and [tactile and haptic input](#).
- [Interactive Audio Special Interest Group](#)
The Interactive Audio Special Interest Group (IA-SIG) exists to allow developers of audio software, hardware, and content to freely exchange ideas about interactive audio. The goal of the group is to improve the performance of interactive applications by influencing

hardware and software design, as well as leveraging the combined skills of the audio community to make better tools.

- [International Community for Auditory Display](#)
ICAD is a forum for presenting research on the use of sound to display data, monitor systems, and provide enhanced user interfaces for computers and virtual reality systems. It is unique in its singular focus on auditory displays and the array of perception, technology, and application areas that this encompasses.
- [Party games for the blind](#)
This site offers a few innocent non-computer based party games which don't require vision. No drinking!
- [SoundToys](#)
Soundtoys.net is an online space for the exhibition of exciting new works by a growing community of audio visual artists, while also providing a forum for discourse around new technologies and the nature of soundtoys.