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Sommario/riassunto	<p>CHI PLAY is an international and interdisciplinary conference series for researchers and professionals across all areas of play, games, and human-computer interaction (HCI), we call it: "player-computer interaction." CHI PLAY highlights and fosters discussion of current high-quality research in games, and HCI. It forms the foundations for the future of digital play. This year is the fourth year of the symposium, which is already proving to be a premier forum for presentation of research results and experience reports on leading-edge issues of novel games and playful interaction, player experience evaluations, tangible play, serious games, gamification, exertion games, games user research, player psychology, social game and play systems, play & game developer applications and theory. The mission of the symposium is to share insights into game and play interaction design and analysis that fulfil the needs of developers, researchers, and designers and identify new directions for future research and development in HCI and games. CHI PLAY gives researchers and practitioners a unique opportunity to share their perspectives with others interested in the various aspects of HCI in games and play. The symposium provides a meeting place for practitioners and academics where participants present and discuss peer-reviewed academic papers</p>

and the latest breaking results and approaches from industry. This year we feature two new tracks. As CHI PLAY 2017 brings together research and industry, we tried something fresh, a new track called 'Spotlight Papers', which will highlight significant work from both industry and research from innovative implementations to thought-provoking case studies. Authors were asked to bring a demonstration, video or prototype next to a max 10-page paper submission. We also feature a state of the art exhibition where over 20 state games and other products of playful interaction of industry as well individual developers are showcased. Both the exhibition, which is open to the public, and the conference take place in beautiful and unconventional venues on the water front of Amsterdam as well as in its newly formed innovation hub in the centre of the city. The call for papers attracted submissions from across the continents. We selected a program committee of experts in human-computer interaction and game research to lead the scientific review process. All full papers were blind reviewed by peer reviewers as well as a committee member. Accepted papers are published in the ACM Digital Library.
