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Sommario/riassunto	<p>Motion plays a crucial role in interactive applications, such as VR, AR, and video games. Characters move around, objects are manipulated or move due to physical constraints, entities are animated, and the camera moves through the scene. Even the motion of the player nowadays is used as input to such interactive systems. The study of motion is also important for many different areas of research, including graphics and animation, game technology, robotics, simulation, computer vision, and also physics, psychology, and urban studies. Cross-fertilization between these communities can considerably advance the state-of-the-art in the area. The goal of the Motion in Games conference is to bring together researchers from a variety of fields to present their most recent results, to initiate collaborations, and to contribute to the establishment of the research area. The conference will consist of regular paper sessions, poster presentations, as well as presentations by a selection of internationally renowned speakers in all areas related to interactive systems and simulation.</p>