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Sommario/riassunto	Annotation, The 19th international conferences on computer games main goals are to Bring together an international community of experts to discuss the state of the art, new research results, perspectives of future developments and innovative applications relevant to computer games development and related areas Increase the scope of future research of the emerging Game Platforms, Technologies, and Applications of computer games Facilitate links between Interactive digital media industry and applied research in the development of serious games, Web gaming, and Mobile games, virtual worlds, and interactive digital media applications Expand the field of computer modeling and simulation into related areas so as to attract new members to the IEEE Computer society and the TC on Modeling and Simulation (TCSIM).