

Dear game scholars,

We cordially invite you to submit your workshop proposals to the CEEGS 2025 conference. We are accepting submissions until **June 23** (which replaces the previous deadline of June 16), and acceptance or rejection notifications will be sent by **June 27**. The organizer of each accepted workshop will then be responsible for handling applications to that workshop, with a deadline to be determined together with the CEEGS Local Organizing Committee.

The workshops will take place on the first day of the conference, that is, on September 8. Please send your proposals to [sylwia.jankowska@uwr.edu.pl](mailto:sylwia.jankowska@uwr.edu.pl). The submissions should include the following information:

- Name of the workshop
- Name, surname, affiliation, and contact details of the person leading the workshop
- Description of the workshop (minimum 250 words, not counting references)
- Duration of the workshop (maximum 3 hours)
- Maximum number of people who can participate actively in the workshop, e.g., give talks (the total number of attendees, including passive participants, should not exceed 20 people)
- Equipment requirements (e.g. projector, microphone)

Workshop organizers and participants will need to register normally for the conference. However, if you only attend workshops and do not have a conference talk on September 9 or 10, you will be able to take advantage of the early bird fee even if you register after the early bird deadline.

With regards,

CEEGS 2025 Local Organizing Committee