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# E-Learning and Games

12th International Conference, Edutainment 2018
Xi'an, China, June 28–30, 2018
Proceedings

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# Preface

Edutainment 2018 was the 12th International Conference on E-Learning and Games, which provides an international forum for researchers and practitioners in various disciplines to share and exchange experiences in the emerging research area combining education and entertainment. It took place during June 28–30, 2018, in Xi'an, China. The first event took place during April 15–17, 2006. The previous conferences were held in China (Hangzhou, Changchun, Nanjing, Hong Kong, Taipei, etc.), Canada, Germany, Australia, and the UK. Edutainment has become an international major conference, facilitating the international exchange of the state of the art in academic research and practice. The conference covers all aspects of pedagogical principles, designs and technological issues for education, research, and entertainment.

This year, we received 85 papers, of which 32 papers were accepted as long papers. Five keynote speakers were invited to give their presentation at the conference. Besides, we also organized a Newton Fund Researcher Links workshop, supported by the British Council and the NSF-China – "Health and Wellbeing through VR and AR" – during the conference.

May 2019

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# Edutainment 2018

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