

## Special Issue on Wireless Networks for Computer Games

# CALL FOR PAPERS

Current and future equipment (such as mobile phone, ipad, laptop, virtual reality equipment, and Internet of things), considered as promising carriers for future advanced computer games, require wireless communications for their generated traffic flows. Flows of future advanced games designed based on the above technologies achieve real-time interactions among players at different locations, whose features are diverse such as bursty, very small size, huge amount, and discontinuous transmission, making it difficult for wireless networks to support. Latency and capacity constraints become key issues for the optimization of transmissions due to the fact that the traffic flows of the games should be concurrently carried with other flows such as video streaming in the network.

The main scope of this special issue covers all aspects related to the traffic flows of computer games in wireless networks. Traffic flow features of the future advanced computer games involved in artificial intelligence, virtual reality, and Internet of things are interesting for researchers in this domain. It is important to consider their features during the design of the communication protocols and networking design, such as the major considerations of future hyperdense network design. Resource management, interference management, and scheduling of the traffic flows generated by computer games should be carefully designed, so that they do not occupy too much of the network resource but guarantee satisfied QoS. Performance evaluations with simulations and experiments of existing and novel schemes and algorithms are also interesting, while simulation platforms for these purposes are also required.

Potential topics include but are not limited to the following:

- ▶ Traffic flow features of advanced computer games
- ▶ Big data issues for advanced computer games
- ▶ Communication protocol and networking design for advanced computer games, especially for future hyperdense networks
- ▶ Resource management, interference management, and scheduling for advanced computer game in wireless networks
- ▶ Latency, capacity, and other constraints for advanced computer games
- ▶ Simulations, experiments, and platform design for advanced computer games in wireless networks

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Papers are published upon acceptance, regardless of the Special Issue publication date.

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