



Advancing Computer Vision with Deep Learning: **Recent Innovations and Applications in Game Studies**



Dear Researchers and Practitioners,

We are thrilled to extend a warm invitation for your active participation in our upcoming special issue, "Advancing Computer Vision with Deep Learning: Recent Innovations and Applications in Game Studies." This special issue is designed as a dedicated platform for the crossroads of deep learning, computer vision, and game studies—a nexus where technological advancements and gaming experiences converge.

The special issue provides an immersive environment for presenting and discussing cutting-edge developments in computer vision, fueled by the transformative capabilities of deep learning, with a specific focus on its applications within the exciting domain of game studies. We enthusiastically welcome submissions of both long and short papers, as well as idea papers, that illuminate the latest methodologies and practical applications at the intersection of computer vision, deep learning, and game studies.

Additionally, we eagerly anticipate engaging demos and posters that showcase evolving collaborations between academia and the gaming industry, demonstrating current solutions and pushing the boundaries of visual intelligence within gaming environments.

Guest Editor

Dr. Mohit Mittal

Shiratech Knowtion GmbH, Germany mohitmittal@ieee.org

Dr. Swadha Gupta

Shiratech Knowtion GmbH, Germany swadhagupta15@gmail .com

Submission deadline 2026-01-31

Contributions spanning a broad spectrum of topics are encouraged, including but not limited to:

- Innovative approaches in deep learning for computer vision within the context of game studies
- Novel applications of deep learning in visual recognition and understanding for immersive gaming experiences
- Ethical considerations in deploying deep learning models for visual enhancements in gaming
- Industry-specific solutions leveraging deep learning for the creation of immersive gaming environments
- Enhancing user experience in Al-assisted gaming solutions through computer
- Exploring the impact of data and decision bias in deep learning applications in the gaming industry

Join us in this collaborative exploration, where the worlds of computer vision, deep learning, and game studies intersect. Your contributions will undoubtedly enrich the discourse and drive advancements in these dynamic and interconnected fields.

Dr. Mohit Mittal & Dr. Swadha Gupta

Keywords

Advancement in game studies; Gaming industry; Mental health using games; Security and privacy for gaming; Gaming research analysis; Al based games; Impact of AI on game industry

