

GALA Conference 2018

5-7 December, Palermo, Italy

VENUE:

Museo Riso

Museo d'arte contemporanea della Sicilia

Via Vittorio Emanuele, 365

90134 Palermo

CONFERENCE PROGRAMME

Day 1, December 5	
8:30	Registration
9:00	Welcome <i>Introduction of local authorities</i>
9:20	KEYNOTE: "Designing Engaging Educational Games: Affective, Behavioural and Cognitive Components" Prof. Dirk Ifenthaler <i>University of Mannheim and Curtin University</i>
10:10	Break
10:35	Session 1 - Games for Cognitive Skills Training*
	<i>Sobah Abbas Petersen, Manuel Oliveira, Kristin Hestetun and Anette Sørensen</i> ALF - a Framework for Evaluating Accelerated Learning and Cognitive Skills Development in Industry through Games <i>Manuel Gentile, Giuseppe Città, Salvatore Perna, Alessandro Signa, Francesco Reale, Valentina Dal Grande, Simona Ottaviano, Dario La Guardia and Mario Allegra</i> The effect of disposition to critical thinking on playing serious games <i>Katerina Tsarava, Korbinian Möller and Manuel Ninaus</i> Board Games for Training Computational Thinking <i>Laura Freina, Rosa Maria Bottino and Lucia Ferlino</i> A Learning Path in Support of Computational Thinking in the Last Years of Primary School <i>Samantha Clarke, Sylvester Arnab, Luca Morini and Lauren Heywood</i> Dungeons & Dragons as a Tool for Developing Student Self-Reflection Skills

* The time reserved for each oral presentation is MAX 15m + 3m of Q&A

12:05	<p style="text-align: center;">Session 2- Game Applications*</p>
	<p style="text-align: center;"><i>Nouri Khalass, Georgia Zarnomitrou, Kazi Injamamul Haque, Salim Salmi, Simon Maulini, Tanja Linkermann, Nestor Z. Salamon, J. Timothy Balint and Rafael Bidarra</i></p> <p style="text-align: center;">Musicality: A game to improve musical perception</p> <p style="text-align: center;"><i>Jan Willem David Alderliesten, Kotryna Valečkaitė, Nestor Z. Salamon, J. Timothy Balint and Rafael Bidarra</i></p> <p style="text-align: center;">MainTrain: a serious game on the complexities of rail maintenance</p> <p style="text-align: center;"><i>Laura van der Lubbe, Charlotte Gerritsen, Daniel Formolo, Marco Otte and Tibor Bosse</i></p> <p style="text-align: center;">A Serious Game for Training Verbal Resilience to Doorstep Scams</p>
13:00	<p style="text-align: center;">Lunch</p>
14:30	<p style="text-align: center;">Session 3 – Gamification*</p>
	<p style="text-align: center;"><i>Darina Dicheva, Keith Irwin and Christo Dichev</i></p> <p style="text-align: center;">Gamifying with OneUp: For Learning, Grades or Fun?</p> <p style="text-align: center;"><i>Iwan Gurjanow, Miguel Oliveira, Joerg Zender, Pedro A. Santos and Matthias Ludwig</i></p> <p style="text-align: center;">Shallow and Deep Gamification in Mathematics Trails</p> <p style="text-align: center;"><i>Heinrich Söbke</i></p> <p style="text-align: center;">A Case Study of Deep Gamification in Higher Engineering Education</p>
15:25	<p style="text-align: center;">Session 4 - Game Development*</p>
	<p style="text-align: center;"><i>Wim Westera, Baltasar Fernandez-Manjon, Rui Prada, Kam Star, Andrea Molinari, Dominic Heutelbeck, Paul Hollins, Rubén Riestra, Krassen Stefanov and Eric Kluijfhout</i></p> <p style="text-align: center;">The RAGE software portal: toward a serious game technologies marketplace</p> <p style="text-align: center;">Telmo Zarraonandia, Paloma Díaz, Andres Santos, Alvaro Montero Montes and Ignacio Aedo</p> <p style="text-align: center;">A Toolkit for Creating Cross-Reality Serious Games</p> <p style="text-align: center;">Iza Marfisi-Schottman, Sebastien George and Marc Leconte</p> <p style="text-align: center;">TurtleTable: Learn the Basics of Computer Algorithms with Tangible Interactions</p> <p style="text-align: center;"><i>Daisy Abbott</i></p> <p style="text-align: center;">Modding Tabletop Games for Education</p>

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	<p><i>Nicolò Balzarotti and Gabriel Baud-Bovy</i> HPGE: an Haptic Plugin for Game Engines</p>
16:55	<p><i>Break</i></p>
17:20	<p>TUTORIALS - Parallel Sessions</p> <p>"Microservice architecture for serious game implementation" Prof. Riccardo Berta University of Genova</p> <p>"Introduction to RPGs and beginners Guide to RPG Maker" Samantha Clarke Disruptive Media Learning Lab - Coventry University</p>
19:00	<p>End of tutorials</p>

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Day 2, December 6		
9:00	Session 5 – Game Design*	
	<p><i>Daniel Atorf, Ehm Kannegieser and Wolfgang Roller</i> Balancing realism and engagement for a serious game in the domain of remote sensing</p> <p><i>Kristian Kiili, Antti Koskinen, Antero Lindstedt and Manuel Ninaus</i> Extending a Digital Fraction Game Piece by Piece with Physical Manipulatives</p> <p><i>Hossein Jamshidifarsani, Paul Tamayo-Serrano, Samir Garbaya, Theodore Lim and Pierre Blazevic</i> Integrating Self-Determination and Self-Efficacy in Game Design</p> <p><i>Elizabeth Boyle, Jannicke Baalsrud Hauge, Murray Leith, Duncan Sim, Hans Hummel, Petar Jandrić and Athanassios Jimoyiannis</i> Linking learning outcomes and game mechanics in the early stages of the RU EU? Project</p> <p><i>Manuel Maarek, Sandy Louchart, Léon McGregor and Ross McMenemy</i> Co-Created Design of a Serious Game Investigation into Developer-Centred Security</p> <p><i>Christina Tsita and Maya Satratzemi</i> Conceptual factors for the design of serious games</p>	
10:50	Break	Demo / Poster session
11:15	Session 6 - Persuasive Games*	
	<p><i>Ivo Bril, Nick Degens and Jef Folkerts</i> Exploring Design Decisions in Interactive Narrative Games for Behaviour Change: A Case Study</p> <p><i>Salvatore Di Dio, Enza Lissandrello, Domenico Schillaci, Brunella Caroleo, Andrea Vesco and Ingwio D'Hespeel</i> MUV: a game to encourage sustainable mobility habits</p> <p><i>Harmen de Weerd and Nick Degens</i> Putting the Long-Term into Behavior Change</p>	

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12:10	Session 7 - Innovative Game Approaches*		
	<p><i>Michael Kickmeier-Rust and Andreas Holzinger</i> Teaming Up With Artificial Intelligence: The Human in the Loop of Serious Game Pathfinding Algorithms</p> <p><i>Agnese Augello, Ignazio Infantino, Umberto Maniscalco, Giovanni Pilato and Filippo Vella</i> Introducing NarRob, a robotic storyteller</p> <p><i>Margarida Romero, Dayle David and Benjamin Lille</i> Creacube, a playful activity with modular robotics</p>		
13:05	Lunch		
14:30	Public Event <i>"Play the City of Palermo"</i>	Demo / Poster session	Demo / Poster session
15:30		Break	
16:00		Game Competition <i>Introduction of local authorities</i>	
17:10	SGS General Assembly		
19:30	Social Event Tour of Massimo Teather GALA DINNER, Caffè del Teatro http://www.caffedelteatromassimo.it/		

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Day 3, December 7	
9:00	<p>KEYNOTE: “AI Getting Serious about Games”</p> <p>Prof. Georgios N. Yannakakis Institute of Digital Games University of Malta</p>
9:50	<p>Session 8 - Game Evaluation*</p>
	<p><i>Jan Dirk Fijnheer, Herre Van Oostendorp and Remco Veltkamp</i> Enhancing Energy Conservation by a Household Energy Game: A Media Comparison Approach</p> <p><i>Dilanga Abeyratna, Vidya Bommanapally, Srikant Vadlla, Mahadevan Subramaniam, Parvathi Chundi and Abhishek Parakh</i> Analyzing and Predicting Player Performance in a Quantum Cryptography Serious Game</p> <p><i>Cristina Alonso-Fernandez, Iván José Perez-Colado, Manuel Freire Morán, Ivan Martinez-Ortiz and Baltasar Fernandez-Manjon</i> Improving serious games analyzing learning analytics data: lessons learned</p>
10:45	<p>Break</p>
11:10	<p>Session 9 - Instructional Design for Games*</p>
	<p><i>Anne van der Linden, Wouter van Joolingen and Ralph Meulenbroeks</i> Designing an intrinsically integrated educational game on Newtonian mechanics</p> <p><i>Donatella Persico, Marcello Passarelli, Francesca Dagnino, Flavio Manganello, Jeffrey Earp and Francesca Pozzi</i> Games and Learning: potential and limitations from the players’ point of view</p> <p><i>Simon Greipl, Manuel Ninaus, Darlene Bauer, Kristian Kiili and Korbinian Moeller</i> A fun-accuracy trade-off in game-based learning?</p> <p><i>Nikesh Bajaj, Francesco Bellotti, Riccardo Berta, Jesus Requena Carrión and Alessandro De Gloria</i> Auditory Attention, Implications for Serious Game Design</p> <p><i>Eric Sanchez and Maud Sieber-Plumettaz</i> Teaching and Learning with Escape Games. From Debriefing to Institutionalization of knowledge</p>

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	<p><i>Julia Rapp, Julia Rose, Susanne Narciss and Felix Kapp</i> How to set the game characteristics, design the instructional content and the didactical setting for a serious game for health prevention in the workplace</p>
13:00	Best Paper Ceremony
13:15	Lunch
END OF THE CONFERENCE	

Posters Session	
	<p><i>Antonina Argo, Marco Arrigo, Fabio Bucchieri, Francesco Cappello, Francesco Di Paola, Mariella Farella, Alberto Fucarino, Antonietta Lanzarone, Giosuè Lo Bosco, Dario Saguto and Federico Sannasardo</i> Augmented reality gamification for human anatomy</p>
	<p><i>Maria Meletiou-Mavrotheris, Loucas Tsouccas and Efi Paparistodemou</i> Digital Games as Tools for Enhancing Statistics Instruction in the Early Years: A Teaching Intervention within a Grade 2 Mathematics Classroom</p>
	<p><i>Ioana Andreea Stefan, Jannicke Madeleine Baalsrud Hauge, Ancuta Florentina Gheorghe and Antoniu Stefan</i> Improving learning experiences through customizable metagames</p>
	<p><i>Angeliki Antoniou</i> Predicting cognitive profiles from a mini quiz: a Facebook game for cultural heritage</p>
	<p><i>Robert Seater, Joel Kurucar and Andrew Uhmeyer</i> Rapid-Play Games for Evaluating Future Technology</p>
	<p><i>Pia Spangenberg, Linda Kruse and Felix Kapp</i> Serious Games as Innovative Approach to Address Gender Differences in Career Choice</p>
	<p><i>Giuseppe Chiazzese, Eleni Mangina, Antonella Chifari, Gianluca Merlo, Rita Treacy and Crispino Tosto</i> The AHA Project: An Evidence-based Augmented Reality Intervention for the Improvement of Reading and Spelling Skills in Children with ADHD</p>
	<p><i>Pratheep Kumar Paranthaman, Francesco Bellotti, Riccardo Berta, Gautam Dange and Alessandro De Gloria</i> User Preferences for a Serious Game to Improve Driving</p>
	<p><i>Lukáš Kolek, Vit Sisler and Cyril Brom</i> Video games and attitude change – can we reliably measure it? The challenges of empirical study design</p>

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