

GALA 2018

INTERNATIONAL CONFERENCE
DEDICATED TO THE SCIENCE AND
APPLICATION OF SERIOUS GAMES

December 5-6-7

Palazzo Riso, Palermo – Sicilia, Italy

DAY 1: DECEMBER 5

- 8:30 Registration
- 9:00 Welcome
- 9:20 Keynote: Dirk Ifenthaler: "Designing Engaging Educational Games: Affective, Behavioural and Cognitive Components"
- 10:10 Break
- 10:35 Session 1: Games for Cognitive Skills Training
- 12:05 Session 2: Game Applications
- 13:00 **Lunch**
- 14:30 Session 3: Gamification
- 15:25 Session 4: Game Development
- 16:55 Break
- 17:20 Tutorials- Riccardo Berta: "Microservice architecture for serious game implementation" - Samantha Clarke: "Introduction to RPGs and beginners Guide to RPG Maker"
- 19:00 End of tutorials



DAY 2: DECEMBER 6

- 9:00 Session 5: Game Design
- 10:50 Break
- 11:15 Session 6: Persuasive Games
- 12:10 Session 7: Innovative Game Approaches
- 13:05 **Lunch**
- 14:30 Demo / Poster session
- 15:30 Break
- 16:00 Game Competition Best Game Award
- 17:10 SGS Assembly
- 18:10 End of SGS Assembly
- 19:30 Tour of the Massimo Theatre
- 20:15 GALA Dinner

Demo
/ Poster session

Public Event
"Play the City of Palermo"
Demo / Poster session

DAY 3: DECEMBER 7

- 9:00 Keynote: Georgios Yannakakis : "AI Getting Serious about Games"
- 9:50 Session 8: Game Evaluation
- 10:45 Break
- 11:10 Session 9: Instructional Design for Games
- 13:00 Best Paper Ceremony
- 13:15 **Lunch**

