

December 5-7, 2016, Utrecht, Netherlands

Boothzaal, Universiteitsbibliotheek
Heidelberglaan 3, De Uithof

Paper submission: ~~July 10~~ July 28
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GALA Conference 2016

5-7 December, Utrecht, The Netherlands

Day 1, December 5		
8.30-9.00	Registration, UBU, Boothzaal	
9.00	1a <i>Let's tame the gamification beast and prosper</i> - instructor: Kam Star Location: Boothzaal	1b <i>Learn how to construct student models for personalized feedback using MEBN/Pr-OWL2 (lessons from the WATCHME project)</i> – instructor: Jeroen Donkers Location: BBG building room 005
10.30	Coffee Break	
10.45	1a <i>Let's tame the gamification beast and prosper</i> - instructor: Kam Star Location: Boothzaal	1b <i>Learn how to construct student models for personalized feedback using MEBN/Pr-OWL2 (lessons from the WATCHME project)</i> – instructor: Jeroen Donkers Location: BBG building room 005
13.00	Lunch, Educatorium , PI balcony	
14.00	2a <i>Travelling smart – playful knowledge when crossing Schengen Borders</i> - instructor : Carolina Islas Sedano Location: Boothzaal	2b <i>How to build an interactive virtual character for games?</i> - instructor : Zerrin Yumak Location: Ruppert building room 111
15.30	Coffee Break	
15.45	2a <i>Travelling smart – playful knowledge when crossing Schengen Borders</i> - instructor : Carolina Islas Sedano Location: Boothzaal	2b <i>How to build an interactive virtual character for games?</i> - instructor : Zerrin Yumak Location: Ruppert building room 111
18.00	End of tutorials	
18.30-20.00	Reception, Academy Hall	

Day 2, December 6		
9.00	Registration, UBU, Boothzaal	Poster hanging
9.30	Welcome by the chairs	
9.45	Keynote Yasmin Kafai	
	Session 1 Games and sustainability Session chair: Junghyun Han	
10.30	Rink Weijs, Geertje Bekebrede and Igor Nikolic - <i>Sustainable Competence Development of Business Students: Effectiveness of Using Serious Games</i>	
10.50	Alysson Diniz Dos Santos, Francesco Strada and Andrea Bottino - <i>The design of an augmented reality collaborative game for sustainable development</i>	
11.10	Robert-Jan Den Haan, Vivian Juliette Cortes Arevalo, Mascha Van der Voort and Suzanne Hulscher - <i>Designing Virtual River: a Serious Gaming Environment to Collaboratively Explore Management Strategies in River and Floodplain Maintenance</i>	
11.30	Coffee Break	
	Session 2 Games for math and programming Session chair: Rosa Bottino	Poster Session 1
11.50	Manuel Ninaus, Kristian Kiili, Jake McMullen and Korbinian Moeller - <i>A Game-Based Approach to Examining Students' Conceptual Knowledge of Fractions</i>	
12.10	Aura Hernandez-Sabate, Lluís Albarracín, Daniel Calvo and Núria Gorgorió - <i>EyeMath: Identifying mathematics problem solving processes in a RTS video game</i>	
12.30	Luca Mollo, Francesco Bellotti, Riccardo Berta and Alessandro De Gloria - <i>Building Arduino-based Tangible Serious Games for Elementary Mathematics and Physics</i>	
12.50	Markus Siepermann - <i>Data Base Engineering Game</i>	
13.10	Lunch Break and Live Demos, Educatorium Pi balcony	
	Session 3 Games and health Session chair: Zerrin Yumak	
14.30	Silvia Erika Kober, Johanna Louise Reichert, Daniela Schweiger, Christa Neuper and Guilherme Wood - <i>Effects of a 3D Virtual Reality Neurofeedback Scenario on User Experience and Performance in Stroke Patients</i>	
14.50	Priscilla Haring and Harald Warmelink - <i>Looking for Metacognition A Knowledge Taxonomy for Psychotherapeutic Games</i>	
15.10	Costas Boletsis and Simon McCallum - <i>Evaluating a Gaming System for Cognitive Screening and Sleep Duration Assessment of Elderly Players: A Pilot Study</i>	
15.30	Wouter Boendermaker, Remco Veltkamp, Robbert Jan Beun, Rens van de Schoot and Margot Peeters. <i>Introducing The Fling – An Innovative Serious Game to Train Behavioral Control in Adolescents: protocol of a randomized controlled trial</i>	

15.50	Coffee Break	
	Session 4 Games and soft skills Session chair: Johan Jeuring	
16.10	Agnese Augello, Manuel Gentile and Frank Dignum - <i>Social Agents for Learning in Virtual Environments</i>	
16.30	Samantha Clarke, Sylvester Arnab, Helen Keegan, Luca Morini, Oliver Wood - <i>Teaching and Learning Practices. EscapED: Adapting Live-Action, Interactive Games to Support Higher Education</i>	
16.50	Rens Kortmann and Arlon Luijten - <i>Parsifal a Game Opera - Experiential learning in gameful performance art</i>	
17.10	SGS Assembly	
19.00	GALA Dinner, Kasteel Oudaen	

Day 3, December 7		
9.00	Registration, UBU Boothzaal	Poster hanging
9.15	Keynote Jean-Marc Labat	
	Session 5 Games and management Session chair: Jannicke Baalsrud Hauge	
10.00	Heide Lukosch, Shalini Kurapati, Geertje Bekebrede, Simon Tiemersma, Daan Groen, Linda van Veen and Alexander Verbraeck, Linda van Veen and Alexander Verbraeck - <i>Design Considerations for Building a Scalable Digital Version of a Multi-player Educational Board Game for a MOOC in Logistics and Transportation</i>	
10.20	Daniel Schwarz, Heinrich Söbke, Andreas F. Hofmann, Gerald Angermair, Lars Schnatmann and Jörg Londong - <i>SOA Applied - Engineering Software as Processing Unit of a Serious Game</i>	
10.40	Sebastian Schier, Maria Freese and Thorsten Mühlhausen - <i>Serious Gaming in Airport Management: Transformation from a Validation Tool to a Learning Environment</i>	
11.00	Coffee Break	
	Session 6 Games and learning Session chair: Manuel Ninaus	
11.20	Laura Freina, Rosa Bottino, Mauro Tavella and Francesca Dagnino - <i>Immersion's Impact on Performance in a Spatial Reasoning Task</i>	
11.40	Dominique Jaccard, Jarle Hulaas and Ariane Dumont - <i>Using Comparative Behavior Analysis to Improve the Impact of Serious Games on Students' Learning Experience</i>	

12.00	Pejman Sajjadi, Eman El Sayed and Olga De Troyer - <i>On the Impact of the Dominant Intelligences of Players on Learning Outcome and Game Experience in Educational Games: The TrueBiters Case</i>	Poster session 2
12.20	Lunch and Live Demos, Educatorium Pi balcony	
	Session 7 Game development and assessment Session chair: Manuel Gentile	
14.00	Atanas Georgiev, Alexander Grigorov, Boyan Bontchev, Pavel Boytchev, Krassen Stefanov, Wim Westera, Rui Prada, Paul Hollins and Pablo Moreno Ger - <i>The RAGE Advanced Game Technologies Repository for Supporting Applied Game Development</i>	
14.20	Manuel Gentile, Giuseppe Città, Simona Ottaviano, Dario La Guardia, Valentina Dal Grande, Mario Allegra and Aki Jarvinen - <i>A Semantic Frame approach to support Serious Game design</i>	
14.40	Micah Hrehovcsik, Harald Warmelink and Marilla Valente - <i>The Game Jam as a Format for Formal Applied Game Design and Development Education</i>	
15.00	Duy Huynh, Long Zuo and Hiroyuki Iida - <i>Analyzing Gamification of "Duolingo" with focus on Its Course Structure</i>	
15.20	Coffee Break	
	Session 8 Mobile games Session chair: Carolina Islas Sedano	
15.40	Aous Karoui, Iza Marfisi-Schottman and Sébastien George - <i>Mobile Learning Game Authoring Tools: Literature Review, Synthesis and Proposals</i>	
16.00	Peter Winzer and Tamara Steffen - <i>Interest in and Willingness to Pay for Mobile Applications in Museums</i>	
16.20	Pratheep K. Paranthaman, Gautam R. Dange, Francesco Bellotti, Riccardo Berta and Alessandro De Gloria - <i>Gamification of Car Driver Performance</i>	
16.40	Best Paper and Best Game Awards Ceremony	
17.00	Wrapping Up	
	End of the conference	

Poster session 1: December 6

Kiho Kang, Eun-Jin Choi and Young-Suk Lee. *Study and Proposal of a Serious Game to Help Prevent Dementia*

Antti Koivisto, Antero Lindstedt, Sari Merilampi, Kristian Kiili. *Designing working memory games for elderly*

Mikel Ostiz-Blanco, Alfredo Pina Calafi, Miriam Lizaso Azcárate and Sergi Grau Carrión. *ACMUS: Comparative assessment of a musical multimedia tool*

Stavroula Bampatzia, Ioannis Bourlakis, Angeliki Antoniou, Costas Vassilakis, George Lepouras and Manolis Wallace. *Serious games: Valuable tools for cultural heritage*

Dimitra Chasanidou and Amela Karahasanovic. *Let's DDesign for Motivation (DEMO)*

Pejman Sajjadi, Andreas Lo-A-Njoe, Joachim Vlieghe, and Olga De Troyer *Exploring the Relation Between Game Experience and Game Mechanics for Bodily-Kinesthetic Players*

Pervin Taneri, Mehmet Akgunduz and Funda Nayir. *To Recall to Play in the Street: A Critical Review of the Transformation of the Game Concept, Importance and Place of Game in Children's World*

Poster session 2: December 7

Olga De Troyer, Anas Helalouch and Christophe Debruyne. *Towards Computer-Supported Self-Debriefing of a Serious Game Against Cyber Bullying*

Shuo Xiong, Ying Peng, Hiroyuki Iida and Abu-Bakar Nordin. *An Approach to Entertainment Tuning in RPGs: Case Study Using Diablo III and Trails of Cold Steel*

Chetprayoon Panumate, Youichiro Miyake, and Hiroyuki Iida. *A Generic Model for Emotional AI in RealTime Multiplayer Fighting Games*

Suwanviwatana Kananat, Jean-Christophe Terrillon and Iida Hiroyuki.. *Gamification and Scrabble*

Menah El Bastawisy, Dirk Reichardt and Slim Abdennadher. *Towards a Human MachineInterface Concept for Performance Improvement of Cycling*

KyungSik Kim. *Development of a Serious Game for the Elderly (Title: 'Paldokangsan4')*

Nikesh Bajaj, Francesco Bellotti, Riccardo Berta and Alessandro De Gloria. *A Neuroscience based approach to Game Based Learning Design*