



GALA conference /VS Games 2012

30th-31st October 2012, Genoa/Italy

Tuesday, October 30, 2012	
8:30 to 9:00	Registration and Reception
9:00 to 9:30	Opening Ceremonies Keynote: Marco Marsella
9:30 to 10:50	<p>Session: Technology</p> <p>Aparajithan Sivanathan, Theodore Lim, Sandy Louchart and James Ritchie. Temporal Synchronisation of Data Logging in Racing Gameplay (ID13)</p> <p>Georgios Vardaxoglou and Evangelia Baralou. Developing a platform for serious gaming: open innovation through closed innovation (ID27)</p> <p>Nick Kraaijenbrink, Jassin Kessing, Tim Tutenel, Gerwin de Haan, Fernando Marson, Soraia Raupp Musse and Rafael Bidarra. Semantic crowds: reusable population for virtual worlds (ID36)</p> <p>Stylianos Asteriadis, Kostas Karpouzis, Noor Shaker and Georgios N. Yannakakis. Towards Detecting Clusters of Players using Visual and Game-play Behavioral Cues (ID39)</p>
10:50 to 11:20	Break
11:20 to 11:50	Keynote: IBM

11:50 to 12:50	<p>Session: Psychology</p> <p>Samantha Clarke, Sylvester Arnab, Ian Dunwell and Katherine Brown. PR:EPARe: <i>A game-based approach to relationship guidance for adolescents</i> (ID15)</p> <p>Kiavash Bahreini, Rob Nadolski and Wim Westera. <i>FILTWAM - A Framework for Online Affective Computing</i> (ID2)</p> <p>Gonçalo Pereira, António Brisson, Rui Prada, Ana Paiva, Francesco Bellotti, Milos Kravcik and Ralf Klamma. <i>Serious Games for Personal and Social Learning & Ethics: Status and Trends</i> (ID25)</p>
12:50 to 14:00	Lunch
14:00 to 15:20	<p>Session: Pedagogy</p> <p>Vedad Hulusic and Nirvana Pistoljevic. "LeFCA": Learning Framework for Children with Autism (ID17)</p> <p>Muriel Ney, Valérie Emin and Jeffrey Earp. Paving the Way to Game Based Learning: A Question Matrix for Teacher Reflection (ID21)</p> <p>Sara de Freitas, Jeffrey Earp, Michela Ott, Kristian Kiili, Muriel Ney, Maria Popescu, Margarida Romero, Mireia Usart and Ioana Stanescu. Hot Issues in Game Enhanced Learning: the GEL Viewpoint (ID31)</p> <p>Chinedu Obikwelu and Janet Read. The Serious Game Constructivist Framework for Children's Learning (ID51)</p>
15:20 to 15:50	Break
15:50 to 17:00	Session: Posters
17:00 to 19:00	Social Event: local tours
20:00	Dinner

Wednesday, October 31, 2012	
8:30 to 9:00	Registration and Reception
9:00 to 9:30	Keynote: Microsoft
9:30 to 10:50	Session: Design

	<p>João Fernandes, Diogo Duarte, Claudia Ribeiro, Carla Farinha, João Pereira and Miguel Mira Da Silva. iThink : A game-based approach towards improving collaboration and participation in requirement elicitation (ID1)</p> <p>Kristian Kiili, Sara de Freitas, Sylvester Arnab and Timo Lainema. The Design Principles for Flow Experience in Educational Games (ID24)</p> <p>Francesco Curatelli and Chiara Martinengo. Design Criteria for Educational Tools to Overcome Mathematics Learning Difficulties (ID52)</p> <p>Ross Smith. The Future of Work is Play: Global Shifts Suggest Rise in Productivity Games (ID64)</p>
10:50 to 11:20	Break
11:20 to 13:00	<p>Session: APP SCHOOL</p> <p>Ivan Lombardi. Not-so-serious Games for Language Learning. Now with 99.9% more Humour on Top (ID5)</p> <p>Asier Marzo and Oscar Ardaiz. A Smart Phone Tool to Create Photo-Collages (ID11)</p> <p>Kristian Kiili, Pauliina Tuomi and Arttu Perttula. Exerbraining for schools: Combining body and brain training (ID28)</p> <p>Francesco Bellotti, Riccardo Berta and Alessandro De Gloria. Designing a Course for Stimulating Entrepreneurship in Higher Education (ID60)</p> <p>Terrance J. Lavender. Audition, The Game: Exploring the role of video games in treating and studying speech impediments (ID33)</p>
13:00 to 14:00	Lunch
14:00 to 15:40	<p>Session: ASSESSMENT</p> <p>Ariadna Padrós, Margarida Romero and Mireia Usart. Measuring the Knowledge Convergence process in the Collaborative Game MetaVals (ID3)</p> <p>Ángel Serrano-Laguna, Javier Torrente, Pablo Moreno-Ger and Baltasar Fernández-Manjón. Tracing a little for big Improvements: Application of Learning Analytics and Videogames for Student Assessment (ID45)</p> <p>Jannicke Madeleine Baalsrud Hauge and Johann Riedel. Evaluation of Simulation Games for Teaching Engineering and Manufacturing (ID55)</p>

	<p>Yulia Bachvarova, Stefano Bocconi, Maria Popescu, Bartwin van der Pols and Ion Roceanu. Measuring the effectiveness of learning with Serious Games in corporate training (ID59)</p> <p>Igor Mayer. The Research and Evaluation of Serious Games: Towards a Comprehensive Methodology (ID63)</p>
15:40 to 16:00	Break
16:00 to 17:20	<p>Session: APP OTHER</p> <p>André Pinheiro, Paulo Fernandes, Ana Maia, Gonçalo Cruz, Daniela Pedrosa, Benjamim Fonseca, Hugo Paredes, Paulo Martins, Leonel Morgado and Lt. Jorge Rafael. Development of a mechanical maintenance training simulator in OpenSimulator for F-16 aircraft engines (ID30)</p> <p>Borzoo Pourabdollahian Tehran, Marco Taisch and Endris Kerga. Serious Games in Manufacturing Education: Evaluation of Learners' Engagement (ID34)</p> <p>Hui Yu, Theodore Lim, James Ritchie and Raymond Sung. Explore the Application of Computer Game Theory to Automated Assembly (ID40)</p> <p>Vítor Oliveira, António Coelho, Rui Guimarães and Carlos Rebelo. Serious game in security: A solution for security trainees (ID46)</p>
17:20	Closing Conference

Proceedings



The proceedings have been published by Elsevier and are available here:

<http://www.sciencedirect.com/science/journal/18770509/15>

Serious Games Awards

Winners of 2012 session

The winners of the First European Serious Games Awards 2012 were :



For the Serious Games:

- Aida Gochgarian is awarded for the Best Learning Game Award (1st place), with the game "Disney Stars, The Virtual Sell"
(<http://serious.gameclassification.com/43213>, playable version: <http://www.disneystars.com>)



- Laurent Auneau is awarded for the Best Learning Game Award (2nd place), with the game "Secret Happy Night"
(<http://serious.gameclassification.com/14512>, playable version: <https://www.succubus.fr/shn/>)



Award for the evaluation of Serious Games:

- Niels Quinten is awarded for the Best Learning Game Evaluation.



Award for the academic students:

- David Farrell is awarded for the Best Student Academic Paper with the paper "Computer Games to Teach Hygiene: An Evaluation of the e-Bug Junior Game" (playable version: <http://www.e-bug.eu/>) .

Congratulations to the winners!!!

We thank all participants for attention, the GALA Young Academy members and the papers' reviewers for their evaluations