GALA conference
October 23rd-25th 2013, Dassault Systemes Paris – Vélizy Campus

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AGENDA

*** Day 1, Oct. 23 ***

GaLA Industry Event: “Getting serious about games for industry training to support the development of 21st Century skills.”

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<tr>
<th>Time</th>
<th>Session Chairs</th>
<th>Session Opening</th>
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<tr>
<td>14:00</td>
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<td></td>
<td>First Session: Presentations</td>
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<tr>
<td>14:05</td>
<td>David Wortley, I-imaginary</td>
<td>The Future of Serious Games and their Impact on Corporate Learning and Development</td>
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<td>Carlos Guido Iglesias Gómez / Liliana García Castillo, GLBase</td>
<td>The GLBase systematic approach for corporate training solutions based on simulators.</td>
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<td>14:35</td>
<td>Damian Brown, SGI</td>
<td>SG potential to address high level trends faced by European Industry</td>
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<td>15:05</td>
<td>Igor Mayer, TU Delft</td>
<td>Servant leadership for organizational change: a game-based approach</td>
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<td>15:35</td>
<td>Gal Rimon, GamEffective</td>
<td>Gamification – how to win in the deployment race; lessons learned from the field</td>
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<tr>
<td>16:35</td>
<td>Session Wrapping-up</td>
<td>SGS Community Launch</td>
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<td>16:40</td>
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<td>Second Session Panel</td>
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<tr>
<td>17:00</td>
<td>Lydia Montandon</td>
<td>Summary of issues raised during the presentation sessions</td>
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<td>17:10</td>
<td>Jannicke Baalsrud Hauge</td>
<td>Presentation of the GALA 2020 view</td>
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<td>17:20-18:00</td>
<td>Lydia Montandon (Moderator)</td>
<td>Panel discussion</td>
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*** Day 2, Oct. 24 ***

9:30 Keynote: James Stewart - European Commission - SGs for empowerment and social inclusion.
10:00-11:20 Session - SG Design 1
- R. Klemke, M.Kravcik and F. Bohuschke. Energy-efficient and safe driving using a situation-aware gamification approach in logistics
- W. Westera, R. Nadolski and H. Hummel. Learning analytics in serious gaming: uncovering the hidden treasury of game log files
11:50-13:10 Session - SG Technology
- K. Bahreini, R. Nadolski and W. Westera. FILTWAM and Voice Emotion Recognition
- M. Gentile, D. La Guardia, V. Dal Grande, S. Ottaviano and M. Allegra. An Agent Based Methodology to Design Serious Game in Social Field
14:10-15:50 Session - SG Applications 1
- A. All, E. Patricia Nuñez Castellar and J. Van Looy. Mapping the methodologies used in game-based learning effectiveness research: a systematic literature review
- I. Mayer, D. van Dierendonck, T. van Ruijven and I. Wenzler. Stealth Assessment of Teams in a Digital Game Environment
- N. Lercari, M. Mortara and M. Forte. Unveiling California history through serious games: Fort Ross Virtual Warehouse
- M. Usart and M. Romero. Entrepreneurship competence assessment through a GBL MOOC
16:20-17:50 Panel: Roadmap for R&D on SGs - A. De Gloria - University of Genoa, J. Baalsrud Hauge - University of Bremen
20:30-... GALA DINNER - Social Event

*** Day 3, Oct. 25 ***
Day 3, Oct. 25
9:00 Keynote: Donald Brinkman (Microsoft) - Serious Play for Lifelong Learning.
9:40-11:00 Session - SG Applications 2
A. Tesei, A. Barbieri, I. Roceanu and D. Beligan. Evaluation of “Cultural Awareness – Afghanistan Pre-deployment”: a User Study
C. Hondrou, E. Tsalapati, A. Raouzaiou, K. Karpouzis and S. Kollias. Player-Specific Conflict Handling Ontology
M. Mortara, C. E. Catalano, M. Derntl and G. Fiucci. Evaluating the Effectiveness of Serious Games for Cultural Awareness: the Icura User Study
A. Andrea Vitali, M. Pillan and P. Righi Riva. Beyond gambling temptations: an experimental design project to detoxify players from irresistible illusions of gambling
11:30-12:50 Session - SG Technology
M. Hislop, A. Sivanathan, T. Lim, J. Ritchie, G. Rajendran and S. Louchart. Beyond simulators: Using F1 games to predict driver performance, learning and potential
F. Curatelli, C. Martinengo, F. Bellotti and R. Berta. Paths for cognitive rehabilitation: From reality to educational software, to serious games, to reality again
J. Boyle and E. Boyle. Towards an understanding of the relationship between executive functions
K. Kiili, A. Perttula, S. Arnab and M. Suominen. Flow Experience as a Quality Measure in Evaluating Physically Activating Serious Game
13:30-15:50 Panel: Serious games from labs to market - J. Alvarez, CCI Grand Hainaut - University of Lille 1
15:50-17:10 Session - SG Design 2
W. Westera. Generating computational models for serious gaming.
M. Fritsch, S. Müller-Feuerstein and R. Groß. COMBinaTion: The fusion of Serious Gaming and COBIT
A. Azadegan, J. Balsruud Hauge, C. Harteveld, F. Bellotti, R. Berta, J. Riedel, R. Bidarra and G. Andreea Stanescu. The move beyond edutainment: Have we learned our lessons from the entertainment industry?
S. Mannsverk, I. Di Loreto and M. Divitini. Flooded: A Location-Based Game for Promoting Citizens' Preparedness to Flooding Situations

PROCEEDINGS

The proceedings of the conference have been published in the Springer LCNS series and are available at:


SG AWARDS

We are pleased to announce the winners of the 2013 European Serious Game awards organized by the GALA Network, the Serious Games Society and its SG academy.

- Best Learning Game, 1st place:
  SIREN: a Social game for conflict RESolution based on natural interaction, created by The Siren consortium (EU project)

- Best Learning Game, 2nd place:
  AlgoBot, created by Technobel (public training centre)

Congratulations to the winners!!

We thank all the participants for attention and the reviewers for their evaluations.