



GALA Conference
October 23th-25th 2013

DASSAULT SYSTEMES, PARIS
VÉLIZY CAMPUS

The Games and Learning Alliance conference
(GALA 2013) is an international conference
dedicated to the science and application of serious
games

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.”

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

*** 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

- Á. Serrano-Laguna, J. Torrente, B. Manero, Á. Del Blanco, B. Borro-Escribano, I. Martínez-Ortiz and B.Fernandez-Manjon. Learning Analytics and Educational Games: Lessons Learned from Practical Experience

- A. Aljanaki, D. Bountouridis, J. Ashley Burgoyne, J. Van Balen, F. Wiering, H. Honing and R. Veltkamp. Designing Games with a Purpose for Music Research: Two Case Studies

- 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

- J. Torrente, Á. Serrano-Laguna, A. Del Blanco Aguado, P. Moreno-Ger and B. Fernandez-Manjon. Development of a Game Engine for Accessible Web-Based Games

- K. Bahreini, R. Nadolski and W. Westera. FILTWAM and Voice Emotion Recognition

- S. Deng, J.Chang and J. Zhang. A Survey of Haptics in Serious Gaming

- 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

- M. L. Baptista, C. Martinho, F. Lima, P. Santos and H. Prendinger. A business simulation game with an agent-based deliberative model of consumer behaviour

- 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. Raouzaïou, 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. Baalsrud Hauge, C. Hartevelde, 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:

<http://www.springer.com/it/book/9783319121567>

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 :

[Algo-bot](#) , created by Technobel (public training centre)



Congratulations to the winners !!!

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