



# GALA conference 2014

GALA'14 is an event organized by [Carol I National Defence University](#) and the [University of Genoa](#), and sponsored by the [Games and Learning Alliance \(GaLA\)](#) European Network of Excellence and by the [Serious Games Society](#). The organization structure is the following:

## **General Chair:**

- Alessandro De Gloria (University of Genoa, IT)

## **General Co-Chair:**

- Prof. Ion Roceanu (Carol I National Defence University)

## **Workshop and Tutorial Chair:**

- David Wortley (UK)

## **Program Committee:**

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- Albert Angehrn (INSEAD, France)
- Alessandro Berni (NATO, Italy)
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- Daniel Burgos (UNIR, Spain)
- David Wortley (UK)
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- Erik van der Spek (Technical University of Eindhoven, The Netherlands)
- Fabrizia Mantovani (Università di Milano Bicocca, Italy)
- Francesco Bellotti (University of Genoa, Italy)
- Francisco José Gallego Durán (University of Alicante, Spain)
- George Lepouras (University of Peloponnese, Greece)

- Frank Dignum (University of Utrecht, Netherlands)
- Igor Mayer (Technical University of Delft, Netherlands)
- Ioana Stanescu (Carol I Nat. Defence University, Romania)
- Ion Roceanu (Carol I Nat. Defence University, Romania, Romania)
- Ivan Lombardi (Catholic University Sacred Heart, Milan, Italy)
- J.C. Hertz (Author of Joystick Nation, USA)
- Jannicke M. Baalsrud Hauge (Bremer Institut für Produktion und Logistik GmbH, DE)
- Johann Riedel (University of Nottingham, United Kingdom)
- Josef Froschauer (Vienna University of Technology)
- Kam Star (Playgen, UK)
- Katerina Mania (Technical University of Crete, Greece)
- Kristian Kiili (Tampere University of Technology, Finland)
- Kurt Debattista (University of Warwick, United Kingdom)
- Kyung-Sik Kim (Dankook University, South Korea)
- Leonardo Caporarello (SDA Bocconi School of Management, Italy)
- Lucia Pannese (imaginary, Italy)
- Marcello Carrozzino (Institute for Advanced Studies Lucca, Italy)
- Margarida Romero (Esade, Spain)
- Maria Magdalena Popescu (Carol I Nat. Defence University, Romania)
- Marius Preda (Institut National des Télécommunications, France)
- Mark McMahon (Edith Cowan University, Western Australia)
- Matthias Rauterberg (Technical University of Eindhoven, The Netherlands)
- Michael Derntl (RWTH Aachen, Germany)
- Michael Kickmeier-Rust (Technical University of Graz)
- Michela Mortara (CNR, Italy)
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- Milos Kravcik (RWTH Aachen, Germany)
- Muriel Ney (Imag, France)
- Nahum D. Gershon (MITRE, USA)
- Nathalie Charlier (Katholieke Universiteit Leuven, Belgium)
- Norman Badler (University of Pennsylvania, USA)
- Ole-Ivar Holthe (Geelix, Norway)
- Olivier Irrmann (Aalto University, Finland)
- Pablo Moreno-Ger (Complutense University Madrid, Spain)
- Panagiotis Petridis (Serious Games Institute, United Kingdom)
- Paolo Riva (Università di Milano Bicocca, Italy)
- Per Backlund (Högskolan i Skövde, Sweden)
- Peter Van Rosmalen (Open University of the Netherlands, Netherlands)
- Rafael Bidarra (Delft University of Technology, Netherlands)
- Ralph Klamma (RWTH Aachen University, Germany)
- Riccardo Berta (University of Genoa, Italy)
- Rob Nadolsky (Open University, Netherlands)
- Rosa Maria Bottino (National Research Institute, Italy)
- Rui Prada (Inesc-Id, Portugal)
- Sandy Louchart (Heriot-Watt University, UK)

- Sara de Freitas (Coventry University, UK)
  - Simon Egenfeldt-Nielsen (Serious Games Interactive, Danmark)
  - Staffan Bjork (Chalmers, Sweden)
  - Stephen Lane (University of Pennsylvania, USA)
  - Steve Ellis (NASA, USA)
  - Sung Hyun Cho (Hongik University, Korea)
  - Tanya Krzywinska (Brunel University, UK)
  - Theo Lim (Heriot-Watt University, UK)
  - Travis Ross (Indiana University, USA)
  - William Fisher (Quicksilver, USA)
  - Wim Westera (Open University of the Netherlands, Netherlands)
  - Yiorgos Chrysanthou (University of Cyprus, Cyprus)
- Local Arrangements Committee:**
- Daniel Beligan (Carol I National Defence University)
  - Elisa Lavagnino (University of Genoa, IT)
- Publications Chair:**
- Riccardo Berta (University of Genoa, IT)
- Communication Chair:**
- Francesco Bellotti (University of Genoa, IT)
- Administrative Chair:**
- Elisa Lavagnino (University of Genoa, IT)
  - Antonie Wiedemann (University of Genoa, IT)

2-4 July 2014, Bucharest		
Day 1, Jul. 2		
Time	Activities	
09.00	Registration and reception	
09.30	<p><b>Workshop: Serious Game Mechanics, Workshop on the Ludo-Pedagogical mechanism</b></p> <p><i>Participants of the workshop are required to bring a PC and install previously the plug-in for the Unity web-player (<a href="https://unity3d.com/webplayer">https://unity3d.com/webplayer</a>).</i></p>	<p>Theo Lim, Sandy Louchart, Neil Suttie, Jannicke Baalsrud Hauge, Jeffrey Earp, Michela Ott, Sylvester Arnab, Ioana Stanescu, Francesco Bellotti, Maira B. Carvahlo.</p>
13.00	Lunch	
14.30	GALA Workshop: <b>Past, present and future of Serious Games</b>	/
16.00	Coffee break	
16.30	GALA Workshop: <b>Past, present and future of Serious Games</b>	/

18.00	<b>END OF DAY 1</b>
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<b>Day 2, Jul. 3</b>		
09.00	<b>Registration and reception</b>	
09.45	<b>Welcome by the chair</b>	
10.00	<b>Key-note: Federico Fasce – Urustar</b>	
11.00	<b>Coffee Break</b>	
<b>Session 1 - New games</b>		
11.30	<b>Free Your Brain A Working Memory Training Game</b>	Gonçalo Pereira, Manuel Ninaus, Rui Prada, Guilherme Wood, Christa Neuper, Ana Paiva.
11.50	<b>Game Design and Development for Learning Physics Using the Flow Framework</b>	Danu Pranantha, Erik van der Spek, Francesco Bellotti, Riccardo Berta, Alessandro De Gloria, Matthias Rauterberg.
12.10	<b>Mind Book – A Social Network Trainer for Children with Depression</b>	Andreas Schrammel, Helmut Hlavacs, Manuel Sprung
12.30	<b>Using Avatars for Course Management and Immersion</b>	Martin Sillaots
13.00	<b>Lunch</b>	
<b>Session 2- Technology</b>		
14:10	<b>A Conceptual Model towards the Scaffolding of Learning Experience</b>	Sylvester Arnab, Pablo Moreno-Ger, Theo Lim, Petros Lameris, Maurice Hendrix, Kristian Kiili, Jannicke Baalsrud Hauge
14:30	<b>The Journey: a service-based adaptive Serious Game on probability</b>	Maira B. Carvalho, Francesco Bellotti, Riccardo Berta, Francesco Curatelli, Alessandro De Gloria, Giorgia Gazzarata, Jun Hu, Michael Kickmeier-Rust, Chiara Martinengo
14:50	<b>Evaluation of cross-platform development tools regarding their suitability for the development of sports games</b>	Julian Geiger, Barbara Reichart
15:10	<b>Improved Multimodal Emotion Recognition for Better Game-based Learning</b>	Kiavash Bahreini, Rob Nadolski, Wim Westera.
15:30	<b>Serious Games opportunities for the primary education curriculum in Quebec</b>	Margarida Romero, Sylvie Barma
20:30	<b>GALA DINNER (not included in the conference fee)</b>	

## Day 3, Jul. 4

<b>Day 3, Jul. 4</b>		
09.30	Registration and reception	
10.00	Keynote: Dr. Stefan Göbel , Technische Universität Darmstadt	
11.00	Coffee break	
<b><i>Session 3 - Learning</i></b>		
11.30	<b>Investigating the Deployment of Serious Games in Formal Education: a Pilot Study Inspired by Design-Based Research</b>	Jeffrey Earp
11.50	<b>To facilitate or not? Understanding the role of the teacher in using a serious game</b>	Jannicke Baalsrud Hauge, Theo Lim, Sandy Louchart, Matthias Kalverkamp, Francesco Bellotti, Claudia Ribeiro
12.10	<b>Identifying Pedagogical Uses of Serious Games for Learning English as a Second Language</b>	Azeneth Patiño, Margarida Romero

<b>Session 4 - Design and Implementation</b>		
	<b>How to create entertaining learning paths to help children enjoying Cultural Heritage</b>	Giada Marinensi, Claudia Matera, Carlo Maria Medaglia
13.00	<b>Lunch</b>	
14.00	<b>EMB</b>	
<b>Session 4 - Design and Implementation</b>		
15.00	<b>Intouch: Mobile Game-Based Learning for non Routine Skills</b>	Alfredo Imbellone, Brunella Botte, Carlo Maria Medaglia
15.20	<b>Mind The Game: the design of a multiplayer serious game from a psychological perspective</b>	Luca Argenton, Marisa Muzio, Esther J. Schek, Fabrizia Mantovani
15.40	<b>Coffee break</b>	
16.00	<b>Language of Game Authoring</b>	Cat Kutay
16.20	<b>DIEs: A Brief Practical Game Development Approach</b>	Pongpanote Gongsook, Francesco Bellotti, Alessandro De Gloria, Riccardo Berta
16.40	<b>Gamification in a Smart City context. An Analysis and a Proposal for its Application in Co-Design Processes</b>	Antonio Opromolla, Andrea Ingrosso, Valentina Volpi, Carlo Maria Medaglia, Mauro Palatucci, Mariarosaria Pazzola
17.20	<b>Final greetings</b>	
17.45	<b>END OF THE CONFERENCE</b>	

## Proceedings



The proceedings of the conference have been published in the Springer LCNS series and are available at: <http://www.springer.com/us/book/9783319229591>

## GALA conf SG Awards 2014

- Best Learning Game , 1st place :  
[Info-Sentinel](#), created by Getzem Secure



- Best Learning Game , 2nd place :  
[SwimGames.nl](#), created by Menno Deen, Rob Tieben, Fontys ICT & TU/e



- Best Student Academic Paper:  
" Improving learning in business simulations with an agent-based approach" written by Márcia Lourenço Baptista