

# GALA Conference 2018

5-7 December, Palermo, Italy

VENUE:

## Museo Riso

*Museo d'arte contemporanea della Sicilia*

Via Vittorio Emanuele, 365

90134 Palermo

## CONFERENCE PROGRAMME

Day 1, December 5	
8:30	Registration
9:00	Welcome <i>Introduction of local authorities</i>
9:20	<b>KEYNOTE: "Designing Engaging Educational Games: Affective, Behavioural and Cognitive Components"</b>  Prof. Dirk Ifenthaler <i>University of Mannheim and Curtin University</i>
10:10	Break
10:35	Session 1 - Games for Cognitive Skills Training*
	<i>Sobah Abbas Petersen, Manuel Oliveira, Kristin Hestetun and Anette Sørensen</i> <b>ALF - a Framework for Evaluating Accelerated Learning and Cognitive Skills Development in Industry through Games</b>  <i>Manuel Gentile, Giuseppe Città, Salvatore Perna, Alessandro Signa, Francesco Reale, Valentina Dal Grande, Simona Ottaviano, Dario La Guardia and Mario Allegra</i> <b>The effect of disposition to critical thinking on playing serious games</b>  <i>Katerina Tsarava, Korbinian Möller and Manuel Ninaus</i> <b>Board Games for Training Computational Thinking</b>  <i>Laura Freina, Rosa Maria Bottino and Lucia Ferlino</i> <b>A Learning Path in Support of Computational Thinking in the Last Years of Primary School</b>  <i>Samantha Clarke, Sylvester Arnab, Luca Morini and Lauren Heywood</i> <b>Dungeons &amp; Dragons as a Tool for Developing Student Self-Reflection Skills</b>

\* The time reserved for each oral presentation is MAX 15m + 3m of Q&A

12:05	<p align="center"><b>Session 2- Game Applications*</b></p>
	<p><i>Nouri Khalass, Georgia Zarnomitrou, Kazi Injamamul Haque, Salim Salmi, Simon Maulini, Tanja Linkermann, Nestor Z. Salamon, J. Timothy Balint and Rafael Bidarra</i></p> <p align="center"><b>Musicality: A game to improve musical perception</b></p> <p><i>Jan Willem David Alderliesten, Kotryna Valečkaitė, Nestor Z. Salamon, J. Timothy Balint and Rafael Bidarra</i></p> <p align="center"><b>MainTrain: a serious game on the complexities of rail maintenance</b></p> <p><i>Laura van der Lubbe, Charlotte Gerritsen, Daniel Formolo, Marco Otte and Tibor Bosse</i></p> <p align="center"><b>A Serious Game for Training Verbal Resilience to Doorstep Scams</b></p>
13:00	<p align="center"><b>Lunch</b></p>
14:30	<p align="center"><b>Session 3 – Gamification*</b></p>
	<p><i>Darina Dicheva, Keith Irwin and Christo Dichev</i></p> <p align="center"><b>Gamifying with OneUp: For Learning, Grades or Fun?</b></p> <p><i>Iwan Gurjanow, Miguel Oliveira, Joerg Zender, Pedro A. Santos and Matthias Ludwig</i></p> <p align="center"><b>Shallow and Deep Gamification in Mathematics Trails</b></p> <p><i>Heinrich Söbke</i></p> <p align="center"><b>A Case Study of Deep Gamification in Higher Engineering Education</b></p>
15:25	<p align="center"><b>Session 4 - Game Development*</b></p>
	<p><i>Wim Westera, Baltasar Fernandez-Manjon, Rui Prada, Kam Star, Andrea Molinari, Dominic Heutelbeck, Paul Hollins, Rubén Riestra, Krassen Stefanov and Eric Kluijfhout</i></p> <p align="center"><b>The RAGE software portal: toward a serious game technologies marketplace</b></p> <p><i>Telmo Zarraonandia, Paloma Díaz, Andres Santos, Alvaro Montero Montes and Ignacio Aedo</i></p> <p align="center"><b>A Toolkit for Creating Cross-Reality Serious Games</b></p> <p><i>Iza Marfisi-Schottman, Sebastien George and Marc Leconte</i></p> <p align="center"><b>TurtleTable: Learn the Basics of Computer Algorithms with Tangible Interactions</b></p> <p><i>Daisy Abbott</i></p> <p align="center"><b>Modding Tabletop Games for Education</b></p>

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	<p><i>Nicolò Balzarotti and Gabriel Baud-Bovy</i>  <b>HPGE: an Haptic Plugin for Game Engines</b></p>
16:55	<p><i>Break</i></p>
17:20	<p><b>TUTORIALS - Parallel Sessions</b></p> <p><b>"Microservice architecture for serious game implementation"</b>  <b>Prof. Riccardo Berta</b>  University of Genova</p> <p><b>"Introduction to RPGs and beginners Guide to RPG Maker"</b>  <b>Samantha Clarke</b>  Disruptive Media Learning Lab - Coventry University</p>
19:00	<p><b>End of tutorials</b></p>

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<b>Day 2, December 6</b>		
9:00	<b>Session 5 – Game Design*</b>	
	<p><i>Daniel Atorf, Ehm Kannegieser and Wolfgang Roller</i>  <b>Balancing realism and engagement for a serious game in the domain of remote sensing</b></p> <p><i>Kristian Kiili, Antti Koskinen, Antero Lindstedt and Manuel Ninaus</i>  <b>Extending a Digital Fraction Game Piece by Piece with Physical Manipulatives</b></p> <p><i>Hossein Jamshidifarsani, Paul Tamayo-Serrano, Samir Garbaya, Theodore Lim and Pierre Blazevic</i>  <b>Integrating Self-Determination and Self-Efficacy in Game Design</b></p> <p><i>Elizabeth Boyle, Jannicke Baalsrud Hauge, Murray Leith, Duncan Sim, Hans Hummel, Petar Jandrić and Athanassios Jimoyiannis</i>  <b>Linking learning outcomes and game mechanics in the early stages of the RU EU? Project</b></p> <p><i>Manuel Maarek, Sandy Louchart, Léon McGregor and Ross McMenemy</i>  <b>Co-Created Design of a Serious Game Investigation into Developer-Centred Security</b></p> <p><i>Christina Tsita and Maya Satratzemi</i>  <b>Conceptual factors for the design of serious games</b></p>	
10:50	<b>Break</b>	<b>Demo / Poster session</b>
11:15	<b>Session 6 - Persuasive Games*</b>	
	<p><i>Ivo Bril, Nick Degens and Jef Folkerts</i>  <b>Exploring Design Decisions in Interactive Narrative Games for Behaviour Change: A Case Study</b></p> <p><i>Salvatore Di Dio, Enza Lissandrello, Domenico Schillaci, Brunella Caroleo, Andrea Vesco and Ingwio D'Hespeel</i>  <b>MUV: a game to encourage sustainable mobility habits</b></p> <p><i>Harmen de Weerd and Nick Degens</i>  <b>Putting the Long-Term into Behavior Change</b></p>	

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12:10	<b>Session 7 - Innovative Game Approaches*</b>		
	<p><i>Michael Kickmeier-Rust and Andreas Holzinger</i>  <b>Teaming Up With Artificial Intelligence: The Human in the Loop of Serious Game Pathfinding Algorithms</b></p> <p><i>Agnese Augello, Ignazio Infantino, Umberto Maniscalco, Giovanni Pilato and Filippo Vella</i>  <b>Introducing NarRob, a robotic storyteller</b></p> <p><i>Nikesh Bajaj, Francesco Bellotti, Riccardo Berta, Jesus Requena Carrión and Alessandro De Gloria</i>  <b>Auditory Attention, Implications for Serious Game Design</b></p>		
13:05	<b>Lunch</b>		
14:30	<b>Public Event</b>  <i>"Play the City of Palermo"</i>	<b>Demo / Poster session</b>	<b>Demo / Poster session</b>
15:30		<b>Break</b>	
16:00		<b>Game Competition</b>  <i>Introduction of local authorities</i>	
17:10	<b>SGS General Assembly</b>		
19:30	<b>Social Event</b>  <b>Tour of Massimo Teather</b>  <b>GALA DINNER, Caffè del Teatro</b> <a href="http://www.caffedelteatromassimo.it/">http://www.caffedelteatromassimo.it/</a>		

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<b>Day 3, December 7</b>	
9:00	<p><b>KEYNOTE: “AI Getting Serious about Games”</b></p> <p><b>Prof. Georgios N. Yannakakis</b> Institute of Digital Games University of Malta</p>
9:50	<b>Session 8 - Game Evaluation*</b>
	<p><i>Jan Dirk Fijnheer, Herre Van Oostendorp and Remco Veltkamp</i> <b>Enhancing Energy Conservation by a Household Energy Game: A Media Comparison Approach</b></p> <p><i>Dilanga Abeyratna, Vidya Bommanapally, Srikant Vadlla, Mahadevan Subramaniam, Parvathi Chundi and Abhishek Parakh</i> <b>Analyzing and Predicting Player Performance in a Quantum Cryptography Serious Game</b></p> <p><i>Cristina Alonso-Fernandez, Iván José Perez-Colado, Manuel Freire Morán, Ivan Martinez-Ortiz and Baltasar Fernandez-Manjon</i> <b>Improving serious games analyzing learning analytics data: lessons learned</b></p>
10:45	<b>Break</b>
11:10	<b>Session 9 - Instructional Design for Games*</b>
	<p><i>Anne van der Linden, Wouter van Joolingen and Ralph Meulenbroeks</i> <b>Designing an intrinsically integrated educational game on Newtonian mechanics</b></p> <p><i>Donatella Persico, Marcello Passarelli, Francesca Dagnino, Flavio Manganello, Jeffrey Earp and Francesca Pozzi</i> <b>Games and Learning: potential and limitations from the players’ point of view</b></p> <p><i>Simon Greipl, Manuel Ninaus, Darlene Bauer, Kristian Kiili and Korbinian Moeller</i> <b>A fun-accuracy trade-off in game-based learning?</b></p> <p><i>Margarida Romero, Dayle David and Benjamin Lille</i> <b>Creacube, a playful activity with modular robotics</b></p> <p><i>Eric Sanchez and Maud Sieber-Plumettaz</i> <b>Teaching and Learning with Escape Games. From Debriefing to Institutionalization of knowledge</b></p>

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	<p><i>Julia Rapp, Julia Rose, Susanne Narciss and Felix Kapp</i>  <b>How to set the game characteristics, design the instructional content and the didactical setting for a serious game for health prevention in the workplace</b></p>
<b>13:00</b>	<b>Best Paper Ceremony</b>
<b>13:15</b>	<b>Lunch</b>
<b>END OF THE CONFERENCE</b>	

<b>Posters Session</b>
<p><i>Antonina Argo, Marco Arrigo, Fabio Bucchieri, Francesco Cappello, Francesco Di Paola, Mariella Farella, Alberto Fucarino, Antonietta Lanzarone, Giosuè Lo Bosco, Dario Saguto and Federico Sannasardo</i>  <b>Augmented reality gamification for human anatomy</b></p>
<p><i>Maria Meletiou-Mavrotheris, Loucas Tsouccas and Efi Paparistodemou</i>  <b>Digital Games as Tools for Enhancing Statistics Instruction in the Early Years: A Teaching Intervention within a Grade 2 Mathematics Classroom</b></p>
<p><i>Ioana Andreea Stefan, Jannicke Madeleine Baalsrud Hauge, Ancuta Florentina Gheorghe and Antoniu Stefan</i>  <b>Improving learning experiences through customizable metagames</b></p>
<p><i>Angeliki Antoniou</i>  <b>Predicting cognitive profiles from a mini quiz: a Facebook game for cultural heritage</b></p>
<p><i>Robert Seater, Joel Kurucar and Andrew Uhmeyer</i>  <b>Rapid-Play Games for Evaluating Future Technology</b></p>
<p><i>Pia Spangenberg, Linda Kruse and Felix Kapp</i>  <b>Serious Games as Innovative Approach to Address Gender Differences in Career Choice</b></p>
<p><i>Giuseppe Chiazzese, Eleni Mangina, Antonella Chifari, Gianluca Merlo, Rita Treacy and Crispino Tosto</i>  <b>The AHA Project: An Evidence-based Augmented Reality Intervention for the Improvement of Reading and Spelling Skills in Children with ADHD</b></p>
<p><i>Pratheep Kumar Paranthaman, Francesco Bellotti, Riccardo Berta, Gautam Dange and Alessandro De Gloria</i>  <b>User Preferences for a Serious Game to Improve Driving</b></p>
<p><i>Lukáš Kolek, Vit Sisler and Cyril Brom</i>  <b>Video games and attitude change – can we reliably measure it? The challenges of empirical study design</b></p>

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