GAmes & Learning Alliance Conference

8th INTERNATIONAL CONFERENCE DEDICATED TO THE
SCIENCE AND THE APPLICATION OF SERIOUS GAMES

LAVAL

9th and 10th of December 2020

BECOME A PARTNER
The **GAMES AND LEARNING ALLIANCE (GALA) CONFERENCE** is an international conference dedicated to the science and application of Serious Games. It aims to bring together researchers, developers, practitioners and stakeholders.

The conference has been organized by the **Serious Games Society**, publishers of the **International Journal of Serious Games**.

**15 Companies**

**100 Researchers**

**30 Serious Games**

**25 Nationalities**

Edition 2019 in Athens
Edition 2018 in Palermo

**Special theme of this edition**: **SERIOUS GAMES in VIRTUAL REALITY**

Exceptionally, the conference will take place **100% online**, in the **LAVAL VIRTUAL WORLD**.

This virtual environment was used for the international **Laval Virtual 2020** exhibition which attracted more than 11 000 visitors.

Access to the conference will be free.
You are

- a company that provides services related to education
- a company that creates on Virtual Reality tools
- a financial partner: bank, insurance...
- an organization that supports research
- a game editor

You want to

- Communicate about
  - Serious Games
  - Tools for simulation and education
  - Virtual Reality, Augmented and Mixed Reality
  - The use of commercial Serious Games

- Associate the image of your company with
  - Innovation
  - Research
  - International development

- Discover the latest trends in Serious Gaming

- Develop you international contacts

- Present your tools and applications

BECOME A PARTNER OF GALA 2020
GALA 2020

More than a scientific conference

The organization of the conference is threefold: it is comprised of more than 40 scientific presentations, a virtual interactive exhibition and an international competition that will reward the 5 best Serious Games of the year.

2 days of Scientific Presentations
Original research in Computer Science and Social Sciences.
• 2 renowned keynote speakers
• 40 presentations
• 15 posters

1 Interactive Virtual Exhibition
The general public is invited to discover the school of the future through demonstrations of Serious Games and Virtual Reality tools.
• 15 demos of research prototypes
• 15 demos of companies

1 International Competition
During the conference, the best Serious Games of the year will be rewarded.
• 2 prizes in the Academic category
• 2 prizes in the Business category
• 1 special jury prize

The organization comity

The conference is organized by a team of researchers for LIUM (Laboratoire Informatique de l’Université du Mans) in the city of Laval (France) but also includes researchers from the École des Mines de Douai in Lille and the Computer Science Research Institute in Toulouse.

The conference already benefits from the support of Le Mans Université, Laval Mayenne Technopole and ZOOM (Scientific cultural center).
Several options are available for our GALA 2020 partners.

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<th>Bronze</th>
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<td>Virtual posters in the virtual environment</td>
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<td><strong>Communication</strong></td>
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<td>Presentation of your company on the web site</td>
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<td>Communication on our social media before and during the conference</td>
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<td>Virtual booth during the exhibition on the theme of VR or Serious Games</td>
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<td>Giving away a reward (best article, winners of the competition) with a short presentation of your company</td>
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You can also give us objects, gift cards or subscriptions to your services related to VR or games. We will use them as rewards for the winners of the challenges and contests we will organize before and during the conference:

- Contest of the best selfie of researchers writing their articles in the unusual conditions linked to COVID-19
- Treasure hunt in the virtual world that hosts the conference
- Best oral presentation
- Best exhibition booth
- Best student article
- ...

We are open to suggestions for other specific challenges you would like to support.
The conference offers several types of interactions

1. The scientific conference sessions
   The speakers at the scientific conference are selected by means of a thorough, double-blind evaluation process by a scientific committee.

2. The poster sessions
   A session dedicated to the presentation of posters will allow you to interact and discuss directly with the researchers.

3. The Exhibition
   Via a virtual environment, visitors will have the opportunity to discover fifteen digital and non-digital Serious Games developed by researches around the world and also Virtual Reality tools and services provided by companies and your partners.

The access to the conference will be free and open to the general public, including education and training stakeholders. In the evening, the participants will be invited to online game sessions to facilitate networking.

Conference Timetable

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<thead>
<tr>
<th>9th of December</th>
<th>10th of December</th>
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<tbody>
<tr>
<td>9h30 - Introduction</td>
<td>9h30 - Keynote #2</td>
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<tr>
<td>10h - Keynote #1</td>
<td>10h15 - Conference</td>
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<td>10h45 - Conference</td>
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<tr>
<td>12h30 - Lunch</td>
<td>12h30 - Lunch</td>
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<tr>
<td>13h30 - Conference</td>
<td>13h30 - Competition ceremony</td>
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<tr>
<td>15h - Exhibition</td>
<td>16h30 - End of conference</td>
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<td>18h - Social Game event</td>
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CONTACT

Custom Partnership

We can set up a custom partnership for those who wish to finance specific expenses (organizing the social online game events in the evening, creation of the GALA logo, best paper prize, prizes for the competition winners...).

One of these offers has captured your interest ?
You have a question ?
You want to make an offer ?

Iza MARFISI
iza.marfisi@univ-lemans.fr
+33 2 44 02 21 31 / +33 7 81 88 18 52
IUT de Laval - Département Informatique
52, rue des docteurs Calmette et Guérin
53020 Laval
FRANCE

WEB SITE
https://conf.seriousgamessociety.org/