INVITATION TO GALA 2021

You are cordially invited to participate in the 10th Games and Learning Alliance Conference (GaLA 2021). GaLA 2021 is an international conference dedicated to the science and application of serious games, which will be organised on 1-3 December 2021 in La Spezia (Italy). The conference is organised by the Serious Games Society, which is building an international scientific community for shaping future research in the field. This community represents a significant blend of industrial and academic professionals committed to the study, development and deployment of serious games as useful and effective tools to support better teaching, learning, training and assessment. The conference objective is to provide an international forum for the dissemination and exchange of scientific information on theoretical, generic, and applied areas of serious games. These objectives will be accomplished through different means: keynote presentations, presentation sessions, a poster session, tutorials, an exhibition and a competition.

In the light of the current uncertainty with respect to the pandemic, GALA 2021 organising committee will monitor periodically the official health and safety guidelines, as well as travel restrictions. If circumstances might prevent a safe physical attendance, the conference will take place virtually over the same dates as originally scheduled.

TOPICS

Potential topics include, but are not limited to:

**Pedagogical foundations track**
- Pedagogical theories and their application in the field of serious games
- User modelling
- Methodologies and principles for serious games user assessment
- Support for educators and trainers
- Pedagogical principles of gamification
- Support higher-order thinking through serious games

**Industrial track**
- Serious games studies
- Models for serious games
- Pervasive gaming
- Mobile gaming
- Gamification
- Products to support serious games development and deployment

**Cognitive architecture in SG design and development**
- Neuroscience in SG
- SG for behavioural change

**Technology track**
- Human-computer interaction for SGs (hardware, software)
- Modelling and simulation
- Learner performance modelling, assessment (stealth, formative, summative) and feedback
- Learning analytics
- Adaptivity and personalisation in SGs
- Artificial intelligence and machine learning for SGs
- Big data for SGs
- Neuro-scientific principles, experiments and applications
- Computing architectures for SGs?
- Technological support for collaborative games
- Immersive and multimedia experiences
- Augmented and virtual reality
- Computer graphics & visual effects
- Emotions and affective interaction
- Interactive narrative and digital storytelling
- Procedural content generation
- Smart toys for learning
- Efficient development tools
- Social computing
Support for gamification
Security & privacy
Interoperability and standards
Quality of service for SGs

**Serious Game design track**

- Mapping pedagogical goals, outcomes and principles into serious game mechanics
- Design and implementation of SGs mechanics (e.g., score, rewards, achievements, and related interfaces)
- Gamification design
- Ubiquitous/pervasive gaming
- Support for educators and trainers
- Balancing realism, engagement, learning and entertainment
- Collaboration and cooperation
- Inclusive design

**Application track**

- Case studies on developing/deploying serious games in application domains such as business, strategic and tactical decision-making for crisis and conflict management, management, entrepreneurship, environment, cultural heritage, health, fitness, sport, smart buildings, humanities, engineering, manufacturing, security, safety, ethics, emergency response and pandemic, etc.
- User studies applying serious games in formal education
- User studies applying serious games in training (professional, corporate and executive training, skill development and other workforce programs)
- User studies applying serious games in the above domains, studying effectiveness for learning/training
- Understanding how, when, with whom, for what to use serious games
- Gamification in various application domains
- Verification of learning transfer
- Study of the long-term impact
- Assessing personal abilities through serious games
- Usability studies

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**CALL FOR PARTICIPATION**

**Papers.** Papers should include original contributions that advance the state-of-the-art in the theories, technologies and knowledge available to support development and deployment of serious games (SG). Experimental studies are strongly encouraged. Please check GALA2021 website (https://conf.seriousgamessociety.org/) for additional details and submission guidelines.

**Tutorials.** An abstract of 500 words should include the objective, content, target audience, audio & video requirements and a short bio about the presenter(s). Please follow the submission instructions on the GALA2021 website.

**Competition.** GALA aims at celebrating excellence in serious games through a friendly game contest. Please check the GALA2021 website for additional details and submission guidelines.

**Exhibit.** The exhibit provides state-of-the-art products, systems, services and demonstrations for the researchers, users and professionals in the field of serious games. Organizations interested in exhibiting or advertising as a GALA2021 sponsor should contact the Conference Exhibit Chair.

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**CONFERENCE PROCEEDINGS**

The GALA 2021 Conference Proceedings will be published on Springer Lecture Notes in Computer Science (LNCS, indexed by Scopus). A dedicated special issue with an upgraded version of the best papers of the conference will be published on The International Journal of Serious Games.

**Important dates**

- **Paper submissions due:** 19 July 2021
- **Notification of review outcome:** 6 September
- **Camera-ready papers due:** 24 September 2021

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**CONFERENCE CONTACT**

General Chair: Francesca de Rosa (francesca.derosa@cmre.nato.int)