



GALA 2021



GAmeS & Learning Alliance Conference

1 - 3 December 2021

La Spezia, Italy

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

Serious games for health

SG for cognitive disorders

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

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.

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: ~~2 July~~ 19 July 2021

Notification of review outcome: 6 September

Camera-ready papers due: 24 September 2021

CONFERENCE CONTACT

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