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<th>DAY</th>
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<tr>
<td>1 December</td>
<td>09:00 - 9:30</td>
<td>Welcome and SGS retrospective</td>
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<td>9:30 - 10:30</td>
<td>Keynote: Evaluating Gameplay Experience: Beyond Questionnaires</td>
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<td>Professor Effie Lai-Chong Law</td>
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<td></td>
<td>10:30 - 11:00</td>
<td>Coffee break</td>
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<tr>
<td>1 December</td>
<td>11:00 - 12:15</td>
<td>Session: Serious Games Applications</td>
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<td>Session chair: Pierpaolo Dondio</td>
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<td><strong>A Playful Learning Exercise: Kashmir Crisis</strong></td>
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<td>Charlie Murray, Hans-Wolfgang Loidl and Brian Train</td>
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<td><strong>Exploring New Game Mechanics for Anti-Phishing Learning Games</strong></td>
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<td>Rene Roepke, Vincent Drury, Ulrike Meyer and Ulrik Schroeder</td>
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<td><strong>Design and Development of a VR Serious Game for Chemical Laboratory Safety</strong></td>
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<td>Philippe Chan, Tom Van Gerven, Jean-Luc Dubois and Kristel Bernaerts</td>
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<td><strong>Micro-games for quick learning of declarative knowledge: preliminary application and usability testing</strong></td>
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<td>Sasha Blue Godfrey, Pilar Caamaño Sobrino and Alberto Tremori</td>
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<td><strong>Phishing Academy: Evaluation of a Digital Educational Game on URLs and Phishing</strong></td>
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<td>Sven Schoebel, Rene Roepke and Ulrik Schroeder</td>
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<td>12:15 - 13:00</td>
<td>Session: Serious Games to improve literacy</td>
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<td>Session chair: Pierpaolo Dondio</td>
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<td><strong>Can a serious game be designed to increase engagement in a mandatory postmodern novella at Danish gymnasiu</strong></td>
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<td>Mads Strømberg Petersen, Gustav Søgaard Jakobsen, Daniel Bredgaard Hendriksen, Niklas Lee Skjold Hansen and Thomas Bjørner</td>
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<td><strong>Der Blonde Eckbert - A Serious Game Interpretation of the Eponymous Romantic Fairy Tale</strong></td>
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<td>Kevin Körner and Anna Katharina Turba</td>
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<td><strong>Using a multi-step research approach to inform the development of a graph literacy game</strong></td>
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<td>Kristian Kiili, Antero Lindstedt, Tua Nylén and Manuel Ninaus</td>
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<td>13:00 - 13:45</td>
<td>Lunch break</td>
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<tr>
<td>1 December</td>
<td>13:45 - 14:45</td>
<td>Session: Technology used for Serious Games</td>
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<td>Session chair: Jannicke Baalsrud Hauge</td>
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<td><strong>The Potential of Functional Near-Infrared Spectroscopy (fNIRS) for Motion-Intensive Game Paradigms</strong></td>
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<td>Thomas Kanatschnig, Guilherme Wood and Silvia Erika Kober</td>
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<td>1 December</td>
<td>14:45 - 16:00</td>
<td>Competition Award ceremony and panel discussion</td>
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<td>16:00 - 16:15</td>
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<td>16:15 - 17:15</td>
<td>SGS General Assembly</td>
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<td>09:00 - 10:00</td>
<td>Session: Serious Games Design</td>
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<td>Session chair: Iza Marfisi-Schottman</td>
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<td>Cards and Roles: Co-Designing Privacy Serious Games with an Online Role-playing Boardgame</td>
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<td>Patrick Jost and Andreas Künz</td>
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<td>The role of metaphor in Serious Games design: the BubbleMumble case study</td>
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<td>Mario Allegra, Antonella Bongiovanni, Giuseppe Città, Antonella Cusimano, Valentina Dal Grande, Manuel Gentile, Annamaria Kisslinger, Dario La Guardia, Giovanna Liguori, Fabrizio Lo Presti, Salvatore Perna, Sabrina Picciotto, Simona Ottaviano, Carla Sala and Alessandro Signa</td>
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<td>Transforming Game Premise: An approach for Developing Cooperative Serious Games</td>
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<td>Supara Grudpan, Jakob Hauge, Jannicke Baalsrud Hauge and Rainer Malaka</td>
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<td>Employing Social Interactions of Multiplayer Role-Playing Games in a Serious Game. The case of maSters of AIR (SAIR)</td>
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<td>Varvara Garneli and Konstantinos Chorianopoulos</td>
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<td>2 December</td>
<td>10:00 - 10:30</td>
<td>Coffee break</td>
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<td>10:30 - 11:45</td>
<td>Session: Serious Game Usage</td>
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<td>Session chair: Margarida Romero</td>
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<td>A digital companion to assist the game master for the orchestration of a mixed reality game</td>
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<td>Catherine Bonnat and Eric Sanchez</td>
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<td>Towards an Immersive Debriefing of Serious Games in Virtual Reality: A Framework Concept</td>
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<td>Jonathan Degand, Guillaume Loup and Jean-Yves Didier</td>
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<td>Exploring HEI Teachers’ Attitudes Towards Gamification</td>
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<td>Giada Marinensi and Marc Romero Carbonell</td>
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<td>Democratizing Game Learning Analytics for Serious Games</td>
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<td>Víctor Manuel Pérez Colado, Iván José Perez-Colado, Ivan Martinez-Ortiz, Manuel Freire-Morán and Baltasar Fernandez-Manjon</td>
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# GAmes & Learning Alliance Conference

**1 - 2 December 2021**  
**Virtual**

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<th>Time</th>
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| 11:45 - 12:45 | The App Magic House: Assessing Updating in Young Children  
Sabrina Panesi, Laura Freina and Lucia Ferlino |
| 12:45 - 13:30 | Games for Nature (G4N) workshop           |
| 12:45 - 13:30 | Lunch break                              |
| 13:30 - 14:30 | Keynote: Games as Experimental Paradigms: What action games can tell us about the acquisition of expertise in complex dynamic tasks  
Professor Wayne D. Gray |
| 14:30 - 15:45 | Poster session                           |
| 14:30 - 15:45 | Serious Game Rapid Online Co-design to Facilitate Change Within Education  
Daisy Abbott, Olga Chatzifoti and Joanne Craven |
| 14:30 - 15:45 | The Hero’s Lock Down: Differences in learning potential between linear and non-linear narratives in serious games  
Fredrik Breien and Christina Gkini |
| 14:30 - 15:45 | How to Design Personalized Challenges for Mobile Motivational Systems? Ask your players!  
Mauro Scanagatta and Annapaola Marconi |
| 14:30 - 15:45 | Puzzle Battle 2.0: A Revisited Serious Game in VR During Pandemic’s Period  
Daniele Zolezzi, Saverio Iacono, Mario Vallarino and Gianni Viardo Vercelli |
| 14:30 - 15:45 | Towards an integration of the multi-role dimension in the design of learning games: a review of the literature.  
Gaëlle Guigon, Mathieu Muratet, Mathieu Vermeulen and Thibault Carron |
| 14:30 - 15:45 | Serious Games for Design Innovation and Testing  
Edward Oates |
| 14:30 - 15:45 | Development of a game-based approach for business process knowledge  
Julian Bozem, Johannes Beckert and Alexander Dobhan |
| 14:30 - 15:45 | Realism of Simulation Models in Serious Gaming: A (further) case study from Environmental Engineering Education  
Darwin Droll and Heinrich Söbke |
| 14:30 - 15:45 | Covid-19 Survivor: Design and Evaluation of a Game to improve Students’ Experience during Social Isolation  
Marianthi Grizioti, Wilk Oliveira and Varvara Garneli |
| 14:30 - 15:45 | Using An Authoring Tool to Engage Younger Audiences in the Development of Nature Preservation Games: the G4N Toolkit to Game Design  
Pedro Beça, Monica Aresta, Rita Santos and Ana Isabel Veloso |
| 15:45 - 16:00 | Closing ceremony                         |