



Games and Learning Alliance Conference

November 30 – December 2

Tampere, Finland

| Day 1, Wednesday, November 30 | |
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| 11:00 – | Registration opens |
| 11:30 – 13:00 | Lunch |
| 13:00 – 13:20 | Opening words |
| | Session: Novel Approaches and Application Domains I |
| 13:20 – 13:40 | Swarming as a bird/fish: investigating the effect of first-person perspective simulation on players' connectedness with nature <i>Sotirios Piliouras, Jiaqi Li, Vivian Imani Dap, Ilse Arwert, Ross Towns and Tessa Verhoef</i> |
| 13:40 – 14:00 | Design of a Novel Serious Game for the Detection and Measurement of Obsessive-Compulsive Disorder <i>Ameera Alajlan, Ahmed Ahmed and Yahya Osais</i> |
| 14:00 – 14:20 | The role of games in overcoming the barriers to paediatric speech therapy training <i>Charlotta Elo, Mauri Inkinen, Eveliina Autio, Tanja Vihriälä and Johanna Virkki</i> |
| 14:30 – 15:15 | KEYNOTE: On GraphoLearn – the digital evidence-based method for supporting the development of reading skills in all learners Professor Ulla Richardson |
| 15:15 – 15:40 | Coffee & Snacks |
| | Session: Novel Approaches and Application Domains II |
| 15:40 – 16:00 | Ludic Didactics. For an Inspired, Motivating and Playful Education <i>Mela Kocher</i> |
| 16:00 – 16:20 | Finding the Way Out of the Maze: Investigating the Effects of Fluid Intelligence and Numeracy on Planning Skills Using Video Games <i>Gianluca Guglielmo, Elisabeth Huis In T Veld, Michał Klincewicz and Pieter Spronck</i> |
| 16:20 – 16:40 | A Virtual Ship Evacuation Serious Game: Assessment of Data and Passenger Training <i>Anastasios Theodoropoulos, George Kougoumtzoglou and George Lepouras</i> |
| 18:30 – 21:30 | Reception, Exhibition, Posters, and Serious Games Awards |

| Day 2, Thursday, December 1 | |
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| 8:30 – | Registration opens |
| | Session: Serious Games for Instruction |
| 9:00 – 9:20 | Microcosmos® 3.0 Perception of teachers in Outdoor Hybrid Playing based on Mobile Learning for Natural Sciences <i>Roberto Vallejo-Imbaquingo, Silvia Ortiz and Angel Torres Toukoumidis</i> |
| 9:20 – 9:40 | An Autoethnographic Perspective on Teaching Soft Skills using Multiplayer Online Games <i>Karina Knauf, Lara Deidersen, Heinrich Söbke and Christian Springer</i> |

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| 9:40 – 10:00 | Evaluating the Expectations and Motivational Drivers in an Undergraduate Geology Classroom using the Magma Pop Serious Game <i>Simon Hoermann, Sriparna Saha, Nikita Harris, Clara Bah, Jonathan Davidson, Erik Brogt, Alexander Nichols and Ben Kennedy</i> |
| 10:00 – 10:45 | KEYNOTE: Accelerating Self-regulated Learning in Game-based Virtual Learning Environments with Multimodal Data Professor Roger Azevedo |
| 10:45 – 11:10 | Coffee & Snacks |
| | Session: Nominees of the Best Paper Award |
| 11:10 – 11:30 | High-level Decision-Making Non-Player Vehicles <i>Alessandro Pighetti, Luca Forneris, Luca Lazzaroni, Francesco Bellotti, Alessio Capello, Marianna Cossu, Alessandro De Gloria and Riccardo Berta</i> |
| 11:30 – 11:50 | 10 Commandments of the Serious Game Padawan: Lessons Learned After 4 Years of Professional Training <i>Iza Marfisi-Schottman, Tomas Longeon, Cindy Furnon and Bertrand Marne</i> |
| 11:50 – 12:10 | Motivation and Emotions in a Health Literacy Game: Insights from Co-Occurrence Network Analysis <i>Kristian Kiili, Siuko Juho, Elizabeth Cloude and Muhterem Dindar</i> |
| 12:10 – 12:30 | Influence of a Mixed Reality Game on Students' Personal Epistemology. An Empirical Study <i>Simon Morard, Eric Sanchez and Catherine Bonnat</i> |
| 12:30 – 14:00 | Lunch |
| | Session: Serious Games and Game Design I |
| 14:00 – 14:20 | Turtle Heroes: Designing a serious game for a VR interactive tunnel <i>Anastasios Theodoropoulos, Elina Roinioti, Marios Dejonai, Yannis Aggelakos and George Lepouras</i> |
| 14:20 – 14:40 | Comparison with Self vs Comparison with Others: The influence of learning analytics dashboard design on learner dashboard use <i>Timothy Gallagher, Bert Slof, Marieke van der Schaaf, Ryo Toyoda, Yusra Tehreem, Sofia Garcia Fracaro and Liesbeth Kester</i> |
| 14:40 – 15:00 | Game Design for a Museum Visit: Insights into the co-Design of AL-2049, a Game about Food Systems <i>Gil Oliveira, Nicolas Godinot, Eric Sanchez, Catherine Bonnat, Simon Morard and Sandro Dall'Aglio</i> |
| | Short Break |
| | Session: Serious Games and Game Design II |
| 15:10 – 15:30 | Supporting Knowledge Sharing for the co-Design of Digital Learning Games <i>Estelle Prior, Eric Sanchez and Nadine Mandran</i> |
| 15:30 – 15:50 | A Serious Game for using Socio-Economic and Trust based Decision-Making Scenarios for Elicitation of Emotional Responses <i>Fahad Ahmed, Jesus Requena Carrión, Francesco Bellotti, Luca Lazzaroni, Giacinto Barresi and Riccardo Berta</i> |
| 15:50 – 16:10 | FLIGBY: the Serious Game Harnessing Flow Experience for Leadership Development <i>Kristina Risley and Zoltan Buzady</i> |
| 16:00 – 16:20 | Best Paper Awards, Coffee & Snacks |
| 16:45 – 18:15 | SGS General Assembly |
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| 20:00 – | Conference Dinner |

| Day 3, Friday, December 2 | |
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| 8:30 – | Registration opens |
| | Session: Serious Games for Digital literacy and Numeracy |
| 9:00 – 9:20 | A Serious Game to Improve Phishing Awareness <i>Lilly Kassner and Avo Schönbohm</i> |
| 9:20 – 9:40 | More than meets the Eye - An Anti-Phishing Learning Game with a Focus on Phishing Emails <i>Rene Roepke, Vincent Drury, Philipp Peess, Tobias Johnen, Ulrike Meyer and Ulrik Schroeder</i> |
| 9:40 – 10:00 | Promoting adaptive number knowledge through deliberate practice in the Number Navigation Game <i>Phuong Bui, Minna M. Hannula-Sormunen, Boglárka Brezovszky, Erno Lehtinen and Jake McMullen</i> |
| 10:00 – 10:20 | Effects of a game-based fraction estimation task on math anxiety <i>Jessica Maisey, Georgios Thoma, Korbinian Moeller, Kristian Kiili and Manuel Ninaus</i> |
| 10:20 – 10:40 | Coffee & Snacks |
| | Session: Taxonomies and Evaluation Frameworks |
| 10:40 – 11:00 | Experts' evaluation of a proposed taxonomy for immersive learning systems <i>Khaleel Asyraaf Mat Sanusi, Deniz Iren and Roland Klemke</i> |
| 11:00 – 11:20 | Design Space of Educational Authoring Tools for Augmented Reality <i>Mohamed Ez-Zaouia, Iza Marfisi-Schottman, Maysa Oueslati, Cendrine Mercier, Aous Karoui and Sébastien George</i> |
| 11:20 – 11:40 | The effectiveness of adaptive digital educational games: calling for a broader view on assessment <i>Stefanie Vanbecelaere, Febe Demedts, Bert Reynvoet and Fien Depaepe</i> |
| 11:40 – 12:00 | Gamification in Work Teams: A Q study on How Team Members Experience Gamification <i>Jerry B. Stolte, Lise Van Oortmerssen and Bé Albronda</i> |
| 12:00 – 12:15 | Closing Ceremony |
| 12:15 – | Lunch and networking |

Posters will be presented in the Wednesday evening session at 18:30-21:30 (Reception, Exhibition, Posters, and Serious Games Awards)

- Flow in a game-based learning platform design for K-12
by Lionel Alvarez, Aous Karoui, Quentin Brumeaud and Thierry Geoffre
- Gamification for Spatial Digital Learning Environments in Higher Education: A Rapid Literature Review
by Sanghamitra Das, Margarita Osipova, Sri Vaishnavi Nakshatram, Heinrich Söbke, Jannicke Baalsrud Hauge and Christian Springer
- MMORPGs as serious games: Learning and Developing Social Skills through MMORPGs
by Matteo Curcio
- Constructing Gamified Learning Experiences
by Ioana Andreea Stefan, Ancuta Florentina Gheorghe, Jannicke Baalsrud Hauge, Antoniu Stefan and Catalin Radu
- Gamifying JupyterLab to Encourage Continuous Interaction in Programming Education
by Annabell Brocker, Sven Judel, Rene Roepke, Nikol Mihailovska and Ulrik Schroeder
- Enhancing Information Literacy Skills: A Game Design for Seeking Information and Making Queries
by Paavo Arvola and Tuulikki Alamettälä

- Balancing player preferences and design considerations in a serious game about environmental issues
by Mikhail Fiadotau and Peadar Callaghan
- An Ontological Model to Design the Specifications of Effective Educational Games
by Ilenius Ildephonce and Claudine Allen
- Evaluation of Extended Embodiment in Serious Games
by Kevin Tan, Sophie Mobbs, Håvard Vibeto and Meisam Taheri