

# TIMETABLE

**4<sup>TH</sup> EUROPEAN CONFERENCE ON GAME-BASED LEARNING**

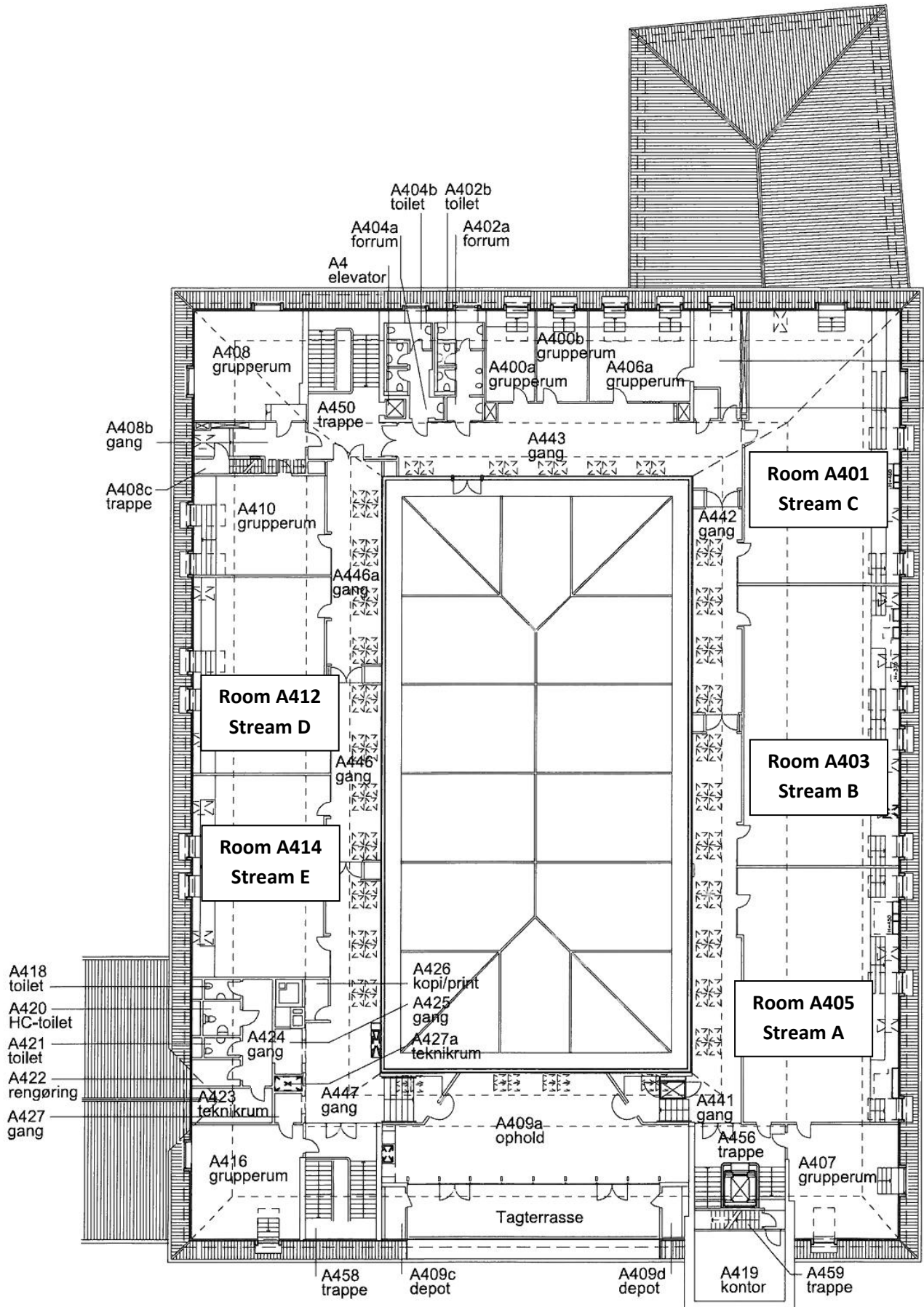
**DANISH SCHOOL OF EDUCATION, AARHUS UNIVERSITY**

**COPENHAGEN, DENMARK**

**21-22 OCTOBER 2010**

# Floor plan showing breakout rooms on the 4<sup>th</sup> floor

Plenary room is 222 on the 2<sup>nd</sup> Floor



**4th European Conference on Games-Based Learning  
21-22 October 2010**

<b>Wednesday 20 October 2010</b>					
<b>18:30</b>	<b>The Grand Hotel Copenhagen Welcome reception (Until 1930)</b>				
<b>Thursday 21 October 2010</b>					
<b>09:00</b>	<b>Registration and Refreshments</b>				
<b>09:30</b>	<b>Room: 222 Opening Remarks</b>				
<b>09:40</b>	<b>Welcome from the Conference Chair</b>				
<b>09:45</b>	<b>Keynote address: Suzanne de Castell, Simon Fraser University, Canada Reversing the Order of Play: Gender and Games Research as Educational Intervention</b>				
<b>10:30</b>	Conference splits into streams				
	<b>Room: A405 Stream A: Evaluation Chair: Peter Blanchfield</b>	<b>Room: A403 Stream B: Game Design Chairs: Päivi Marjanen</b>	<b>Room: A401 Stream C: Analysis and Assessment Chairs: Wilfried Admiraal</b>	<b>Room: A412 Stream D: Mini Track on Game Research Methods Chairs: Bente Meyer and Birgitte Holm Sørensen</b>	<b>Room: A414 Stream E: Mini Track on Group Learning Processes Chairs: Timo Lainema and Thomas Duus Henriksen</b>
<b>10:45</b>	Attacking Immune Attack™? An Evaluation by Teacher Students <b>Barendregt Wolmet</b> and <b>Mattias von Feilitzen</b> , University of Gothenburg, Sweden	Eye-tracking in Educational Game Design <b>Kiili Kristian</b> , Tampere University of Technology and <b>Harri Ketamo</b> , Tampere University of Applied Sciences, Finland	Assessing Players' Motivations and Learning Strategies Based on their Personality <b>Felicia Patrick</b> , Waterford Institute of Technology, Ireland	Mining Educational Game Data: Uncovering Complex Mechanisms Behind Learning <b>Ketamo Harri</b> , Satakunta University of Applied Sciences and <b>Kristian Kiili</b> , Tampere University of Technology, Finland	Joining Playability and CSCL to Improve the Learning Experience <b>Padilla Zea Natalia</b> , <b>José Luís González Sánchez</b> and <b>Francisco L. Gutiérrez Vela</b> , University of Granada, Spain
<b>11:15</b>	A Refined Evaluation Framework for Games-based Learning <b>Hailey Thomas</b> , <b>Thomas Connolly</b> and <b>Liz Boyle</b> , University of the West of Scotland, UK	Designing and Investigating Game Tasks for Supporting Collaborative Learning <b>Oksanen Kimmo</b> , <b>Raija Hämäläinen</b> , <b>Birgitta Mannila</b> , Jyväskylä College and <b>Tony Manninen</b> , LudoCraft Ltd., Finland	You Can Learn Your Parents are Immature: An Analysis of What Learning Can Result From Family Video Gaming <b>Ulicsak Mary</b> , Futurelab, Bristol, UK	Designing Intervention in Educational Game-research: Developing Methodological Approaches for Design-Based Participatory Research <b>Magnussen Rikke</b> and <b>Birgitte Holm Sørensen</b> , Aarhus University, Denmark	Leading Students to Solve Math Problems Using Question-led Learning <b>Soancatl Venustiano</b> , <b>Antonion Leon</b> , Universidad del Istmo, <b>Carmen Martinez</b> , Universidad de la Canada, Oaxaca and <b>Luncina Torres</b> , <b>Tecnologico de Atlixco, Pueblo</b> , Mexico
<b>11:45</b>	Global and Large-scale Pre-school Digital Games Based Learning Evaluation <b>Michel Christine</b> and <b>Francoise Sandoz-Guermont</b> , University of Lyon, Villeurbanne, France	Experiences of Learning Through Exergame Design <b>Koivisto Antti</b> , <b>Kristian Kiili</b> and <b>Arttu Perttula</b> , Tampere University of Technology, Finland	Games Based Learning as a Vehicle to Teach New Content: A Case Study <b>Charlier Nathalie</b> , Catholic University of Leuven and <b>Bieke De Fraine</b> , Centre for Educational Effectiveness and Evaluation, Leuven, Belgium	How To Study Something That Does Not (Yet) Exist: Making Design Interventions With Learning Games <b>Hanghøj Thorkild</b> and <b>Bente Meyer</b> , University of Aarhus, Copenhagen, Denmark	Didactic Design for Business Games <b>Duus Henriksen Thomas</b> , Danish School of Education, Copenhagen, Denmark and <b>Timo Lainema</b> , Turku School of Economics, Finland
<b>12:15</b>	<b>Lunch</b>				

**4th European Conference on Games-Based Learning  
21-22 October 2010**

13:30	Room: A405 Stream A: Mobile Gaming Chair: Rosa Maria Bottino	Room: A403 Stream B: Game Design Chair: Rikke Magnussen	Room: A401 Stream C: Language Learning and Literacy Chairs: Wolmet Barendregt	Room: A412 Stream D: Mini Track on Game Research Methods Chairs: Birgitte Holm Sørensen	Room: A414 Stream E: PhD Colloquium Chair and Discussants: Mikala Hansbøl and Bente Meyer
14:00	Mobile Learning Games for Primary Education <b>Shabalina</b> Olga, Pavel <b>Vorobkalov</b> , Alexander <b>Kataev</b> and Alexey <b>Tarassenko</b> and Alexander <b>Arsentiev</b> , Volgograd State Technical University, Russian Federation	Component-based Development of Educational Games: The Case of the User Interface <b>Maciuszek</b> Dennis, Géraldine <b>Ruddeck</b> and Alke <b>Martens</b> , University of Rostock, Germany	Personalised Learning for Casual Games: The 'Language Trap' Online Language Learning Game <b>Peirce</b> Neil and Vincent <b>Wade</b> , Trinity College Dublin, Ireland	Grey Gamers: A Research Agenda for the Future <b>Facer</b> Keri and Nicola <b>Whitton</b> , Manchester Metropolitan University, UK	1400-14:10 A Computer Game Environment to Encourage Collaborative Learning <b>Che Pee</b> Naim, Universiti Teknikal Malaysia, Peter <b>Blanchfield</b> , Edward James Gordon <b>King</b> , University of Nottingham, UK 14:15-14:25 Facilitating a Games Design Project with Children: A Comparison of Approaches
14:30	Playing With Fire: Kindling Learning Through Mobile Gaming <b>Power</b> Michael, S <b>Daniel</b> , Sylvie <b>Barma</b> , Laval University and Rob <b>Harrap</b> , Queen's University, Canada	Digital Games-Based Instructional Design for Students with Special Education Needs: Practical Findings and Lessons Learnt <b>Saridaki</b> Maria, Dimitris <b>Gouscos</b> and Michalis <b>Meimaris</b> , University of Athens, Greece	A Virtual World in Which to Learn to Speak English: A Case Study Using ESL Students Learning to Speak English in an English School in SecondLife <b>Huang</b> Chientu, University of Bristol, UK	A Literature Review of Claims on Learning and Motivation in Game-based Learning <b>Huizenga</b> Jantina, Wilfried <b>Admiraal</b> and Geert <b>Ten Dam</b> , University of Amsterdam, The Netherlands (presentation only)	14:30-14:40 Learning Communication Skills by Making Cartoon Films <b>Ying</b> Liangzhong and Peter <b>Blanchfield</b> , University of Nottingham, UK 14:45-14:55 Spiral Research Model for Game-based Learning Studies: A Pragmatic Educational Research Design in Practice <b>Tan</b> Wee Hoe, Universiti Pendidikan Sultan Idris, Malaysia, Sean Neill and Sue <b>Johnston-Wilder</b> , University of Warwick, UK 15:00-15:30 Discussion and feedback
15:00	A Preliminary Analysis of 5 Separate Multi-National Comparative Studies on the Use and the Availability of Mobile Devices in the Educational Sector <b>Hildmann</b> Hanno, KUSTAR, Abu Dhabi, UAE & University of West of Scotland, Thomas <b>Hainey</b> , Daniel <b>Livingstone</b> , University of West of Scotland, UK and Jule <b>Hildmann</b> , Ludwig-Maximilians-Universität, Munich, Germany	Tools and Methods for Efficiently Designing Serious Games <b>Marfisi-Schottman</b> Iza, Sébastien <b>George</b> , Université de Lyon and Frank <b>Tarpin Bernard</b> , Université de Grenoble, France	Understanding the Game: An Examination of Ludoliteracy <b>Poulsen</b> Mathias, Play Consulting, Denmark and Christos <b>Gatzidis</b> , Bournemouth University, UK	The Impact of Word Games on Expanding Learner's Vocabulary Knowledge <b>Alemi</b> Minoo, Sharif University of Technology, Tehran, Iran	
15:30	<b>Refreshments</b> <i>Poster contributors will stand by their posters to discuss the work with other participants</i>				
16:00	<b>Room: 222</b> <b>Interactive session Led by Liz Boyle and Thomas Hainey</b> Will GBL be priced out of education? With all the cuts and proposed cuts taking place in education across Europe as a result of the economic situation will this be a serious blow to making GBL mainstream in the next decade?				
17:00	<b>Close of conference day</b>				
18:30	<b>Bus leaves the Grand Hotel to go the Conference dinner</b>				
19:00	<b>Conference dinner at the Royal Theatre</b>				
22:00	<b>Bus returns to the Grand Hotel</b>				

**4th European Conference on Games-Based Learning  
21-22 October 2010**

<b>09:30</b>	<b>Room: 222</b> <b>Opening remarks for Day 2</b>			
<b>09:40</b>	<b>Keynote address: Thorkild Hanghøj, Aarhus University</b> <b>Gaming, Schooling and Knowing</b>			
<b>10:20</b>	<b>Introduction to ECGBL 2011 by Michalis Meimaris from the University of Athens, Greece</b>			
<b>10:30</b>	<i>Refreshments</i>	<i>Refreshments</i>	<i>Refreshments</i>	<i>Refreshments</i>
	<b>Room: A405</b> <b>Stream A: Educational Games</b> <b>Chair: Gunilla Svingby</b>	<b>Room: A403</b> <b>Stream B: Games for Children</b> <b>Chair: Bernd Remmele</b>	<b>Room: A401</b> <b>Stream C: Mini Track on the Teachers Role</b> <b>Chair: Thorkild Hanghøj</b>	<b>Room: A412</b> <b>Stream D: PhD Colloquium</b> <b>Chair and Discussants: Mikala Hansbøl and Bente Meyer</b>
<b>11:00</b>	The Challenges to Diffusion of Educational Computer Games <b>Egenfeldt-Nielsen</b> Simon, IT-University of Copenhagen, Denmark	Can Digital Mind Games be Used to Investigate Children's Reasoning Abilities? <b>Bottino</b> Rosa Maria, Michela <b>Ott</b> , Mauro <b>Tavella</b> and Vincenza <b>Benigno</b> , Istituto Tecnologie Didattiche Consiglio Nazionale Delle Ricerche, Genova, Italy	Bringing Play Back to the Classroom - How Teachers Implement Board and Card Games Based on Academic Learning Standards <b>Bendixen-Noe</b> Mary, Ohio State University, Newark, OH, USA	11:00-11:10 Designing Mobile Gaming Narratives for Guided Discovery Learning in Interactive Environments <b>Huang</b> Ling-yi, National Chengchi University, Taipei, Taiwan 11:15-11:25 I Rather Play at Home: An Urban Sustainability Simulation Game in an Educational Context <b>Podleschny</b> Nicole, Queensland University of Technology, Kelvin Grove, Australia 11:30-11:40 The Use of Game Principles in the Design of Learning Role-Playing Game Scenarios <b>Mariais</b> Christelle, Florence <b>Michau</b> and Jean-Philippe <b>Pernin</b> , Laboratoire d'Informatique de Grenoble – Equipe MeTAH, France 11:40-12:00 Discussion and Feedback
<b>11:30</b>	TuxMath: Is it Possible for a Game to Enhance Multiplication Skills? <b>Ntourlia</b> Maria-Eleni, Dimitris <b>Gouscos</b> and Michalis <b>Meimaris</b> , University of Athens, Greece	"Journey to the Galapagos Islands" – A Game-Based Learning Application for Children, on the Subject of Charles Darwin and his Evolution Theory <b>Feist</b> Manuela, University of Applied Sciences (HTW) Berlin, Germany	Teacher Roles and Positionings in Relation to Educational Games <b>Hanghøj</b> Thorkild and Christian Engel <b>Brund</b> , University of Aarhus, Copenhagen, Denmark	
<b>12:00</b>	Bat Cave: A Testing and Evaluation Platform for Digital Educational Games <b>Mehm</b> Florian, Viktor <b>Wendel</b> , Stefan <b>Göbel</b> and Ralf <b>Steinmetz</b> , Technische Universität Darmstadt, Germany	Game-based Learning as Performance: The Case of "Legends of Alkhimia" <b>Chee</b> Yam San, Nanyang Technological University, Singapore	Play-School: Linking Culture and Curriculum Through Games-based Learning in Schools <b>Kirkland</b> Kieron and Ben <b>Williamson</b> , Futurelab, Bristol, UK	
<b>12:30</b>	<i>Lunch</i>	<i>Lunch</i>	<i>Lunch</i>	<i>Lunch</i>

**4th European Conference on Games-Based Learning  
21-22 October 2010**

	<b>Room: A405 Stream A: Educational Games Chair: Manuela Feist</b>	<b>Room: A403 Stream B: Application of Games Chair: Nathalie Charlier</b>	<b>Room: A401 Stream C: Serious Games Chairs: Michael Power</b>	<b>Room: A412 Stream D: Impact of Games-Based Learning Chairs: Harri Ketamo</b>
<b>13:30</b>	Integrating an Educational Game in a Museum Exhibition – Challenges and Limitations <b>Königschulte</b> Anke, Leonardo <b>Moura de Araújo</b> and Ulrike <b>Erb</b> , University of Applied Sciences Bremerhaven, Germany	Back Two Spaces, and Roll Again: The use of Games-based Activities to Quickly set Authentic Contexts <b>Moseley</b> Alexander, University of Leicester, UK	Dynamically Adjusting Digital Educational Games Towards Learning Objectives <b>Koidl</b> Kevin, Trinity College Dublin, Florian <b>Mehm</b> , Stefan <b>Gobel</b> , Technische Universität Darmstadt, Germany, Cormac <b>Hampson</b> and Owen <b>Conlan</b> , Trinity College Dublin, Ireland	The Impact of Cautious Playing Behavior on Learning <b>Spring-Keller</b> Franziska and Viviane <b>Cantaluppi</b> , University of Zurich, Switzerland
<b>14:00</b>	Using Audio in Location-Based Educational Games <b>Kristiansen</b> Erik, Roskilde University, Denmark	Question-and-Answer based Explorative E-Learning Exercises <b>Siepermann</b> Markus, Chris <b>Börgermann</b> and Richard <b>Lackes</b> , Technische Universität Dortmund, Germany	Serious Game Pedagogy as a Perspective on Children's Learning <b>Marjanen</b> Päivi, Laurea University of Applied Sciences, Finland	The Differences in Motivations of Online Game Players and Offline Game Players: A Combined Analysis of Two Studies at Higher Education Level <b>Hainey</b> Thomas, Thomas <b>Connolly</b> and Liz <b>Boyle</b> , University of the West of Scotland, UK
<b>14:30</b>	Feedback in Educational Computer Games <b>Svingby</b> Gunilla, Malmö University, Sweden	Learning Games Factory: Construction of Learning Games using a Component-Based Approach <b>Bisognin</b> Luca, SYMETRIX, Jean-Charles <b>Marty</b> and Thibault <b>Carron</b> , Université de Savoie, France	EDoS: An Authoring Environment for Serious Game Design Based on Three Models <b>Tran</b> Chi Dung, Sebastien <b>George</b> and Iza <b>Marfisi-Schottman</b> , University of Lyon, France	Using Games Based Technology in Formal Assessment of Learning <b>McAlpine</b> Mhairi, Linn <b>van der Zanden</b> and Veronica <b>Harris</b> , Scottish Qualifications Authority, Glasgow, UK
<b>15:00</b>			Siren: Towards Adaptive Serious Games for Teaching Conflict Resolutions <b>Yannakakis</b> Georgios, Julian <b>Togelius</b> , Rilla <b>Khaled</b> , IT University of Copenhagen, Denmark <i>et al</i>	Game-based Fostering of Entrepreneurial Attitudes? <b>Remmele</b> Bernd, WHL Graduate School of Business and Economics, Germany
<b>15:30</b>	<b>Summary of issues covered during the conference Led by Bente Meyer</b>			
<b>16:00</b>	<b>Close of Conference</b>			
	<b>Work-in-Progress/Posters</b>		<b>Poster with Abstracts</b>	
	Using Games to Support Students With Special Needs! <b>Veltjen</b> Andy, Catholic University of Limburg, Belgium	Game Based Learning: A Beacon of Hope for Deaf and Dumb People in African Countries <b>Kotnana</b> Ratnakar, Ashraph <b>Sulaiman</b> and Auxeeliya <b>Jesudoss</b> , National University of Rwanda, Rwanda	Innovation Games: From Design to Operations. <b>Slowinska</b> Magdalena, University of Westminster, London, UK	
	Alternatives and Passages: English Teaching, Learning and Mingoville <b>Hansbol</b> Mikala, Aarhus University, Copenhagen, Denmark	Do We Know Where we Came From? A Historical Review of the Boarder Context of Digital Game Based Learning Research <b>Joubert</b> Pieter, University of Pretoria, South Africa		