

**European Conference on Games-Based Learning**  
**25-26 October 2007**  
**Glynhill Hotel, Paisley, Scotland**

<b>Wednesday 24 October</b>			
<b>18:30</b>	<b>Pre-conference registration and welcome meeting in the Glynhill Hotel (until 19:30)</b>		
<b>Thursday 25 October</b>			
<b>09:00</b>	<b>Registration and coffee</b>		
<b>10:00</b>	<b>Room: Barony 2</b> <b>Welcome from the conference chair: Professor Thomas Connolly, University of Paisley, UK</b>		
<b>10:05</b>	<b>Welcome from the Principal and Vice Chancellor of the University of Paisley: Professor Seamus McDaid</b>		
<b>10:15</b>	<b>Keynote address: Professor Bob Stone - Serious Games: A Human-Centred Approach to Delivering Meaningful Tools for Learning</b>		
<b>11:10</b>	<b>Conference splits into streams</b>		
	<b>Room: Executive Lounge</b> <b>Stream A - Designing Games</b> <b>Chair: David Brown</b>	<b>Room: Executive Room</b> <b>Stream B - GBL for business training</b> <b>Chair Thomas Connolly</b>	<b>Room: Moray</b> <b>Stream C - GBL in schools</b> <b>Chair: Elias Pimenidis</b>
<b>11:15</b>	Designing Computer Games for Adult Learners <b>Whitton</b> Nicola, Manchester Metropolitan University, UK with Alison <b>Crerar</b> , Napier University, Scotland, UK	Improving Negotiation Skills Through an Online Business Game <b>Greco</b> Marco and Gianluca <b>Murgia</b> , Tor Vergata University, Rome, Italy	Teaching Climate Change In Year 8! <b>Che</b> Pee Naim, Peter <b>Blanchfield</b> and Colin <b>Higgins</b> , The University of Nottingham, UK
<b>11:45</b>	Designing Multiplayers Educational Games With Online Generic Shells <b>Sauvé</b> Louise, Télé-université / SAVIE, Québec, Canada	Team Play – Using Computer Games to Engage Learners in Teamworking <b>Maxwell</b> Colin, Adam Smith College, Kirkcaldy, UK	Teacher Acceptance of Game Based Learning in K-12: The Case of River City <b>Schifter</b> Catherine and Diane Jass <b>Ketelhut</b> , Temple University, Philadelphia, PA, USA
<b>12:15</b>	<b>Lunch</b>		
<b>13:30</b>	<b>Room: Barony 2</b> <b>Keynote address: Dr Kurt Squire - The Design of Video Games-Based Learning Systems</b>		
<b>14:25</b>	<b>Conference splits into streams</b>		
	<b>Room: Executive Lounge</b> <b>Stream A - Developing and using Games</b> <b>Chair: Ellen Brox</b>	<b>Room: Executive Room</b> <b>Stream B - Simulations</b> <b>Chair: Mark McMahon</b>	<b>Room: Moray</b> <b>Stream C - GBL for educational institutions</b> <b>Chair: Nicola Whitton</b>
<b>14:30</b>	The use of Online Games in Business Education: The IE Business School Experience <b>Olazar</b> Idoia, Instituto de Empresa Business School, Madrid, Spain	How Decision-Making Styles Affect the Gaming-as-Learning Experience <b>Lainema</b> Timo, Turku School of Economics and Kristian <b>Kiili</b> , Technical University of Tampere, Pori Unit, Finland	Learning History by Playing a Mobile City Game <b>Huizenga</b> Jantina, Geert Ten Dam and Wilfried <b>Admiraal</b> , University of Amsterdam with Sanne <b>Akkerman</b> University of Utrecht: IVLOS Institute of Education, The Netherlands
<b>15:00</b>	Reflective Thinking in Games: Triggers and Constraints <b>Kiili</b> Kristian and Harri <b>Ketamo</b> , Tampere University of Technology, and Timo <b>Lainema</b> , Turku School of Economics, Finland	Game Based Learning Beyond Simulations <b>González-Calero</b> Pedro A, Marco A. <b>Gómez-Martín</b> and Pedro <b>Pablo</b> , Complutense University of Madrid, Spain	Developing a Computer Game for University Library Induction <b>Pimenidis</b> Elias, University of East London, UK
<b>15:30</b>	<b>Refreshments</b>		
<b>16:00</b>	<b>Room: Barony 2</b> <b>Keynote address: Dr Constance Steinkuehler - Virtual Worlds, Learning and the new Cosmopolitan</b>		
<b>17:00</b>	<b>Close of conference day</b>		
<b>18:30</b>	<b>Coach leaves the hotel for Mar Hall</b>		
<b>19:00</b>	<b>Conference Banquet at Mar Hall</b>		

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<b>Friday 26 October</b>			
	<b>Room: Executive Lounge</b> <b>Stream A - Engaging learners</b> <b>Chair: Neil Anderson</b>	<b>Room: Executive Room</b> <b>Stream B - Evaluations using GBL</b> <b>Chair: Colin Maxwell</b>	<b>Room: Moray</b> <b>Stream C - "Serious" games</b> <b>Chair: Colin Price</b>
<b>09:30</b>	Casual Games Provide Stress Relief for Female Gamers in Taiwan <b>Hsu YuPing</b> , Shu-Zen College of Medicine of Management, Kaohsiung with Kuang-Chen <b>Hsu</b> , Soho, and Chang-Ming <b>Ko</b> , Logistics Service Integration, Taiwan	Evaluating the Effect of Personality on the Design of Educational Games <b>Felicia Patrick</b> and Ian <b>Pitt</b> , University College Cork, Ireland	Learning Support in Multi-User Virtual Environments <b>Livingstone Daniel</b> , University of Paisley, UK
<b>10:00</b>	A Competence Jigsaw Puzzle – Making a Language Learning Game in a European Project With Diverse Competence and Diverging Standings <b>Brox Ellen</b> , Gunn <b>Evertsen</b> and Audun <b>Heggelund</b> , Norut, Tromsø, Norway	Profitable Experiences From a Business Game <b>Ali Mohammad</b> and Jonathan <b>Hill</b> , Buckinghamshire Chilterns University College, Chalfont St.Giles, UK	Using Role-play Virtual Environments to Learn Software Design <b>Jimenez-Diaz Guillermo</b> , Pedro A. <b>Gonzalez-Calero</b> and Mercedes <b>Gomez-Albarran</b> , Complutense University of Madrid, Spain
<b>10:30</b>	Leisure Time and Personal Development Through Video Games: A Case Study Under Development in Barcelona <b>Aranda Juarez Daniel</b> and Jordi <b>Sánchez-Navarro</b> , Universitat Oberta de Catalunya, Barcelona, Spain	Does Games-based Learning, Based on a Constructivist Pedagogy, Enhance the Learning Experience and outcomes for the Student Compared with a Traditional Didactic Pedagogy? <b>Healey Ashley</b> and Thomas <b>Connolly</b> University of Paisley, Scotland	Political Education via Video Games? <b>Bevc Tobias</b> , Lehrstuhl für Politische Wissenschaft, Technische Universität München, Germany
<b>11:00</b>	<i>Refreshments</i>	<i>Refreshments</i>	<i>Refreshments</i>
<b>11:30</b>	<b>Room: Barony 2</b> <b>Keynote: TPLD - Team-based Games-based Learning</b> <b>Jim Piggot and Matt Seeney</b>		
<b>12:30</b>	<i>Lunch</i>	<i>Lunch</i>	<i>Lunch</i>
	<b>Room: Executive Lounge</b> <b>Stream A - Engaging learners</b> <b>Chair: Tobias Bevc</b>	<b>Room: Executive Room</b> <b>Stream B - Evaluations using GBL</b> <b>Chair - Thomas Connolly</b>	<b>Room: Moray</b> <b>Stream C - "Serious" games</b> <b>Chair: Wilfried Admiraal</b>
<b>13:30</b>	Can Serious Games Engage the Disengaged? <b>Brown David</b> , Nick <b>Shopland</b> , Steven <b>Battersby</b> , James <b>Lewis</b> and Lindsay <b>Evet</b> , Nottingham Trent University UK	A Survey of Students' Motivations for Playing Computer Games: A Comparative Analysis. <b>Connolly Thomas</b> , Liz <b>Boyle</b> and Thomas <b>Hainey</b> , University of Paisley, Scotland	Games as Learning Scenarios: Are you Serious? <b>Carron Thibault</b> and Jean-Charles <b>Marty</b> , Universite de Savoie, Le Bourget du Lac Cedex, and Jean-Mathias <b>Heraud</b> and Laure <b>France</b> , ESC Chambéry, France
<b>14:00</b>	Carving out a new Approach to Learning <b>Bates Matthew</b> , David <b>Brown</b> , Wayne <b>Cranton</b> and James <b>Lewis</b> , Nottingham Trent University, UK	Technology Enhanced Language Learning in Early Childhood - Experiences of an Advanced Training Curriculum for Kindergarten Teachers <b>Katzlinger Elisabeth</b> , Johannes Kepler University of Linz, Austria	A Document Oriented Model for the Design of Serious Games <b>McMahon Mark</b> , Edith Cowan University, Perth, Australia
<b>14:30</b>	Digital Games as a Learning Tool for Children with Cognitive Disabilities: Literature Review and some Preliminary Methodological and Experimental Results <b>Saridaki Maria</b> , Constantinos <b>Mourlas</b> , Dimitris <b>Gouscos</b> and Michael <b>Meimaris</b> , University of Athens, Greece	A Formal Approach to Represent, Implement and Assess Learning Targets in Computer Games <b>Hildmann Hanno</b> and Daniel <b>Livingstone</b> , University of Paisley, Scotland	Using a Commercial Game Engine to Produce Physics Educational Materials <b>Price Colin</b> , University of Worcester, UK
<b>15:00</b>	From Popular Culture to Traditional Culture: Learning Through Video Games <b>Anderson Neil</b> , James Cook University, Cairns, Australia	Not Breaking the Narrative: Individualized Competence Assessment in Educational Games <b>Kickmeier-Rust Michael</b> , Dietrich <b>Albert</b> , Cord <b>Hockemeyer</b> and Thomas <b>Augustin</b> , University of Graz, Austria	Organising Learning Environments for Games-Based Instruction: Practical Considerations <b>Ige Temisan</b> , University of Badan, Ibadan, Nigeria
<b>15:30</b>	<b>Room: Barony 2</b> <b>Closing session</b> <b>Summary of issues raised during the conference</b> <b>Led by the programme chair: Dr Mark Stansfield</b>		
<b>16:00</b>	<i>Close of Conference</i>		