

## 3rd European Conference on Games-Based Learning FH JOANNEUM University of Applied Sciences, Graz, Austria 12-13 October 2009

**Conference Chair:** Maja Pivec, FH JOANNEUM University of Applied Science, Graz, Austria  
**Programme Co-Chairs:** Thomas Connolly and Mark Stansfield, University of the West of Scotland, UK

### Call for Papers, Posters, Round Table Proposals, Practitioner Contributions and Product Demonstrations

#### Mini track on Affective issues in games-based learning

**Track chair:** Genaro Rebolledo-Mendez, Serious Games Institute, Coventry University, UK

Monitoring human affective states during the learning with computers, has gained recognition as there is evidence of its important role in the learning process. A prediction from this assumption is that games-based learning environments sensitive to the learner's affect might enrich learning, particularly when accompanied by confusion, frustration, boredom and flow. The field therefore needs methodologies to explore the connections between affect and complex learning in the context of game-based learning. Theories linking cognition and affect (i.e. Ortony, Clore, and Collins (1988) or Kort, Reilly, & Picard (2001)) suppose general links between cognition and affect but do not explain how to predict affective states relevant to learning or how these links work in game-based contexts. Some affective traits seem to have a more important role in learning than others. This mini-track will focus on those identifying relevant affective states in game-based learning. The main interest of this track is to bring together researchers and practitioners in this field to discuss methodologies, applications and developments that shed some light onto the role of affect in game-based learning.

Topics may include, but are not limited to:

- Contributions of state-of-the-art games-based software addressing affective issues
- Identification of affective states relevant in games-based learning
- Recognition of and reaction to affective states during games-based learning
- Design methodologies for affective reactions in serious games
- Role of affective issues in the design and development of games-based learning software

#### Publication opportunity

Papers accepted for the conference will be published in the conference proceedings, subject to author registration. The proceedings have an ISBN and ECGBL proceedings are listed in the Thomson ISI Index to Scientific and Technical Proceedings (ISTP/ISI Proceedings), the Thomson ISI Index to Social Sciences & Humanities Proceedings (ISSHP) and the Thomson ISI Index to Social Sciences & Humanities Proceedings (ISSHP/ISI Proceedings).

Selected papers will also be considered for publication in a special issue of the [Electronic Journal of e-Learning](#).

As well as full academic papers, the following submissions are welcomed:

**Research in Progress;** Researchers may submit current projects whilst they are still in progress.

**Case Study Submissions;** Submissions should be written to publishable standards.

**Poster Submissions;** welcomed in any of the areas identified in the call for papers.

**Round Table Proposals;** Topical subjects proposed for discussion.

**Practitioner Contributions;** Contributions, either presentations or demonstrations, from individuals and organisations working in the field. Presentation submissions should follow the abstract submission process

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For product demonstrations, please submit a proposal of 200-300 words describing the topic related product you would like to demonstrate and the audience it serves. Proposals should be sent as an email attachment to [Sue Nugus](mailto:Sue.Nugus@academic-conferences.org) not later than **11 May 2009**. Demonstrations themselves are expected to be approximately 15 minutes in length.

#### Submission details:

**Abstract details:** All submission types require a 300-500 word abstract in the first instance, to be received by **23 March 2009**. Please read the online guidelines at <http://academic-conferences.org/abstract-guidelines.htm>

**Submission:** Only accepted by online form submission at <http://academic-conferences.org/ecgbl/ecgbl2009/ecgbl09-abstract-submission.htm>

**Full paper:** Only required for academic submissions once the abstract has been selected, no more than 5,000 words to be received by **11 May 2009**. Papers should be submitted as .doc or .rtf file attachments by email to the Conference Manager, [Elaine Hayne](mailto:elaine.hayne@academic-conferences.org) at [elaine.hayne@academic-conferences.org](mailto:elaine.hayne@academic-conferences.org)

All full papers will be double-blind reviewed by members of the conference committee to ensure an adequate standard, that the proposed subject of their abstract has been followed, that the paper is of a suitable length, the standard of English is adequate and the paper is appropriately referenced.

#### Important dates:

Abstract submission deadline:	<b>23 March 2009</b>
Notification of abstract acceptance:	<b>30 March 2009</b>
Full paper due for review:	<b>11 May 2009</b>
Notification of paper acceptance (with any changes):	<b>20 July 2009</b>
Earlybird registration closes:	<b>3 August 2009</b>
Final paper due (with any changes):	<b>17 August 2009</b>
Final author registration date:	<b>7 September 2009</b>

#### Conference Executive:

Dr Tobias Bevc, Goethe University, Frankfurt, Germany  
David Brown, Nottingham Trent University, UK  
Professor Thomas M Connolly, University of the West of Scotland, UK  
Dr David Edgar, Glasgow Caledonian University, UK  
Kevin Grant, Glasgow Caledonian University, UK  
Dr Jeff Haywood, University of Edinburgh, UK  
Professor Feng Li, University of Newcastle Upon Tyne, UK  
Dr Hamish MacLeod, University of Edinburgh, UK  
Professor Maja Pivec, FH JOANNEUM University of Applied Sciences, Graz, Austria  
Elias Pimenidis, University of East London, UK  
Dr Genaro Rebolledo-Mendez, Serious Games Institute, Coventry University, UK  
Dr Daniela M. Romano, University of Sheffield, UK  
Dr Mark Stansfield, University of the West of Scotland, UK

#### Conference Committee:

The conference programme committee consists of key people in the games based learning community, both from the UK and overseas. The following people have confirmed their participation:

Wilfried Admiraal (Universiteit van Amsterdam, Netherlands); Samad Ahmadi (University of De Montfort, Leicester, UK); Daniel Aranda (Univesitat Oberta de Catalunya, Spain); Tobias Bevc (Technische Universität, München, Germany); John Biggam (Glasgow Caledonian University, UK); Patrick Blum (Inside Business Group, Germany); Liz Boyle (Univesity of the West of Scotland, UK); Willem-Paul Brinkman (Delft University of Technology, Netherlands); David Brown (Nottingham Trent University, UK); Daniel Burgos (Open University of The Netherland, Heerlen, Netherlands); Thibault Carron (Université de Savoie, Chambéry, France); Erik Champion (Massey University, New Zealand); Maiga Chang (National Science and Technology Programme for e-Learning, Chung-Li, Taiwan); Nathalie Charlier (Catholic University of Leuven, Belgium); Thomas Connolly (University of the West of Scotland, UK); David Edgar (Glasgow Caledonian University, UK); Patrick Felicia (Waterford Institute of Technology, Ireland); Sara De Freitas (Birkbeck College (University of London, UK); Pedro Antonio González-Calero (Complutense University of Madrid, Spain); Kevin Grant (Glasgow Caledonian University, UK); Begoña Gros (Univesitat Oberta de Catalunya, Spain); David Guralnick

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(Kaleidoscope Learning, New York, USA); Mike Hart (University of Winchester, UK); Dr Jeff Haywood (University of Edinburgh, UK); Stefan Hrastinski (Uppsala University, Sweden); Rozhan Idrus (Universiti Sains Malaysia, Malaysia); Jeffrey Jacobson (Carnegie Museum of Natural History, Pittsburgh, USA); Runa Jesmin (Kings College London, UK); Michail Kalogiannakis University Paris 5 Rene Descartes, France); Elisabeth Katzlinger (Johannes Kepler University, Linz, Austria) Kristian Kiili (Tampere University of Technology, Pori, Finland); Feng Li (University of Newcastle upon Tyne, UK); Martin Lynch University of Glamorgan, UK); Hamish Macleod (University of Edinburgh, UK); Stephanos Mavromoustakos (European University Cyprus); Jean-Charles Marty (Université de Savoie, Chambéry, France); Alice Mitchell (Anglia Ruskin University, Cambridge, UK); Jonathan Moizer (University of Plymouth, UK); Paul Peachey (University of Glamorgan, Treforest, UK); Elias Pimenidis (University of East London, UK); Selwyn Piramuthu (University of Florida, Gainesville, USA); Maja Pivec (FH JOANNEUM University of Applied Sciences, Graz, Austria); Daniela Romano (University of Sheffield, UK); David Rush (University of Winchester, UK); Florin Salajan (University of Toronto, Canada); Jordi Sánchez Navarro (Univesitat Oberta de Catalunya, Spain); Elsebeth Sorensen (Aarhus University, Denmark); Mark Stansfield (University of West of Scotland, UK); Constance Steinkuehler (University of Wisconsin-Madison, USA); John Sutherland (University of Abertay, UK); Timo Lainema (University of Turku, Finland); Uday Trivedi (R.C. Technical Institute, India); Richard Tunstall (University of Glamorgan, UK); Linda Van Ryneveld (Tshwane University of Technology, Pretoria, South Africa); Nicola Whitton (Manchester Metropolitan University, UK); Dorothy Williams (Robert Gordon University, UK)

This call for papers and full details of the conference can also be found online at <http://www.academic-conferences.org/ecgbl/ecgbl2009/ecgbl09-home.htm>