

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

Sunday 11 October				
18:30	HOTEL DANIEL Pre-conference registration and welcome meeting (UNTIL 19:30)			
Monday 12 October				
09:00	Registration and coffee			
09:30	Room: Audiomax Welcome from the conference chair: Maja Pivec, FH JOANNEUM University of Applied Science, Graz, Austria			
09:45	Keynote address: Liz Boyle, University of the West of Scotland, Paisley, UK Title to be confirmed			
10:30	Conference splits into streams			
	Room: HS23 Stream A: Mini track on games and higher education Chair: Elias Pimenides	Room: SR40 Stream B: Design Chair: Bernd Remmele	Room: Audiomax Stream C: Simulation Chair: Colin Price	Room: SR41 Stream D: Pedagogy and Assessment Chair: Sumarie Roodt
10:45	Using Educational Game Design to Teach Software Engineering Blanchfield Peter, School of Computer Science, University of Nottingham, UK	Emergence in Digital Educational Games: A World of Incidents in a Universe of Rules Kickmeier-Rust Michael and Albert Dietrich, University of Graz, Austria	Exploring the use of Simulation as a Tool of Change Management Bodhanya Shamim and Cecile Gerwel, University of KwaZulu-Natal, Durban, South Africa	Motivation in Alternate Reality Gaming Environments and Implications for Education Moseley Alex, Leicester University, Nicola Whitton, Manchester Metropolitan University, Juliette Culver The Open University, Katie Piatt, University of Brighton, UK
11:15	3I-Approach for IT Educational Games Development Shabalina Olga, Pavel Vorobkalov, Alexander Kataev and Alexey Tarasenko, Volgograd State Technical University, Russia	Serious Games – Research and Design for Game-Based Language Learning in a Global Perspective Meyer Bente and Birgitte Holm Sørensen, Danish School of Education, Aarhus University, Denmark	Purposeful Problem Generation in Simulation Games: An Approach to Extend the Target group of complex simulation Games in Engineering Bröker Thomas and Oliver Kornadt Bauhaus-Universität Weimar, Germany	Promoting Social Skills Through Initiative Games in Classroom and Assessing their Effects Hildmann Jule, Ludwig-Maximilians Universität Munich, Germany, Hanno Hildmann, University of Paisley, Scotland, UK
11:45	Fort Ancient, Ohio: A Curricular Approach to Developing Mobile Games for Tourists Meyer Ben, University of Cincinnati, OH, USA	Story Patterns for the Design of Game-based Learning Experiences Maciuszek Dennis and Alke Martens, University of Rostock, Germany	"One day I will manage FC Bayern Munich!" - How Sports-Management-Games Train Prospective Sport Managers, Development of Competencies by Playing Digital Sports Games. Kretschmann Rolf, Department of Sport and Exercise Science, University of Stuttgart, Germany	A Critical Reflection on the Potential of Mobile Device Based Tools to Assist in the Professional Evaluation and Assessment of Observable Aspects of Learning or (Game) Playing Hildmann Hanno, University of the West of Scotland (UWS), UK and Jule Hildmann Ludwig-Maximilians Universität Munich, Germany
12:15	Lunch			

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13:30	Computer Game to Teach Programming Constructs Benzeltout Boubakeur, Universite 8 mai 45, Algeria, Peter Blanchfield , School of Computer Science, University of Nottingham UK	Gaming and the Firewall; Exploring Learning Through Play via Game Design with Children Bates Matthew and David Brown , Wayne Cranton and James Lewis , Nottingham Trent University UK	Designing Serious Games Using Nintendo's Wii Mote Controller for Upper Limb Stroke Rehabilitation Brown David, Mike Barker , Stephen Battersby and James Lewis Nottingham Trent University, and Penny Standen and Marrion Walker , University of Nottingham UK	
14:00	Evaluating Serious Games in Higher Education; A Version-based Comparison of IBM's Innov8 Sumarie Roodt and Pieter Joubert , University of Pretoria, South Africa	Jirafa Learning World - Massively Multi-Player Online Role Playing Game for Primary School Math Education Lönnroth Love and Björn Cronqvist , Jirafa AB, Stolkholm, Sweden	A Game to Aid Behavioural Education Carr John and Peter Blanchfield , School of Computer Science, University of Nottingham, UK	
14:30	Development and Evaluation of a Game to Teach Requirements Collection and Analysis in Software Engineering at Higher Education Level Hailey Thomas, Thomas Connolly and Liz Boyle , University of the West of Scotland, UK	Complexity and Dynamics of Gameworlds: Autopoiesis of Possibilities Boskic Natasha, University of British Columbia, Vancouver, Canada	Parameters for Video Games for the Treatment of Mental Illness in Children Alshanjiti Hend and Peter Blanchfield , University of Nottingham UK	
15:00	<i>Refreshments</i>	<i>Refreshments</i>	<i>Refreshments</i>	<i>Refreshments</i>
	Room: HS23 Stream A: Mini track on games and higher education Chair: Elias Pimenides	Room: SR40 Stream B: Games in School-Age Education Chair: Alex Moseley	Room: Audiomax Stream C: Problem Appropriation and Creative Learning Chair: Harri Ketamo	
15:30	Developing Games for Higher Education Pimenidis Elias, University of East London, UK	Development of an Educational Immersive Environment for Primary School Literacy Education. Moore June and Colin Price , University of Worcester, UK	Student's Problem Appropriation in an Epidemiology Game Goncalves Celso, University Joseph-Fourier, Grenoble, Muriel Ney and Nicolas Balacheff , CNRS and Jean-Luc Bosson , University of Themas, Grenoble, France	
16:00	A Survey of Students' Motivations for Playing Computer Games: A Comparative Analysis of Three Studies in Higher Education Hailey Thomas, Thomas Connolly and Liz Boyle , University of the West of Scotland, UK	Deep Learning and the use of Spore™ in A-Level Biology lessons Tan Wee Hoe, Sean Neill and Sue Johnston-Wilder , University of Warwick, UK	Storytelling and Serious Games for Creative Learning in an Intergenerational Setting Pannese Lucia, Linda Confalonieri, Imaginary srl, Milan, Italy, Roland Hallmeier and Sónia Hetzner , FIM NewLearning, Germany	
16:30	Round Table facilitated by Pivec Paul, FH JOANNEUM University Increased mainstreaming of games in learning policies			
17:30	<i>Close of conference day.</i>			
19:00	<i>Conference dinner</i>			

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Tuesday 13 October			
09:00	Room: Audiomax ENGAGE Learning, Changing learning one game at a time Maja Pivec, FH-Joanneum, Graz, Austria		
09:30	Conference splits into streams		
	Room: HS24 Stream A: Video Games and Virtual Learning Chair: Ben Meyer	Room: SR40 Stream B: Facilitating and Analysing Games Chair: Peter Blanchfield,	Room: Audiomax Stream C: Mini track on language, culture and politics Chair: Tobias Bevc
09:45	Videogames and Education: A First Empirical Study in the Basque Country Imaz Bengoechea José Ignacio , University of the Basque Country, San Sebastian, Spain	The Role of Games in Facilitating Preparation for Future Learning O Suilleabhain Gearoid , Paul Walsh , Cork Institute of Technology, Ireland and Julia-Ann Sime , Lancaster University, UK	The Truth About Alternate Reality Games: ARGs in Educational Method, ARGs as Educational Method O'Donnovan Aisling et al, Centro Navarro de Auto Aprendizaje de Idiomas, Pamplona, Spain
10:15	Virtual Learning Landscapes to Enhance the Student Learning Experience Charles Darryl and Michael McNeill, University of Ulster, Coleraine, UK	Game-Based Teaching Dimensions of Analysis Remmele Bernd , Gunther Seeber , Julie Kramer and Martina Schmette , Wissenschaftliche Hochschule Lahr, Germany	Democratisation of Creativity and Cultural Production in Virtual Worlds: A new Challenge for Regulation and Cultural Management Chavez-Aguayo Marco Antoino, University of Barcelona, Spain
10:45	Modelling Players Behaviours and Learning Strategies in Video Games Felicia Patrick , Waterford Institute of Technology, Ireland	Aspects of Social Games in 3D Spaces Considering Usability and Accessibility Hammermüller Klaus , talkademy.org, Austria, Sebastian Keele , Open University The Netherlands and Tassawar Iqbal , Vienna University of Technology, Austria (Research in progress)	Arguing for Multilingual Motivation in Web 2.0: A Games-Based Learning Platform for Language Learning Connolly Thomas et al., University of the West of Scotland, UK
11:15	<i>Refreshments</i>	<i>Refreshments</i>	<i>Refreshments</i>
	Room: HS24 Stream A: Mini track on the teacher's role, identity and presence in games based learning Chair: Hamish Macleod	Room:SR40 Stream B: Models and Frameworks Chair: Patrick Felicia	Room: Audiomax Stream C: Mini track on language, culture and politics Chair: Tobias Bevc
11:45	The Motivational Power of Mini-games for the Learning of Mathematics Jonker Vincent , Monica Wijers and Frans Van Galen , Freudenthal institute, Utrecht University, The Netherlands	User modelling in Learning Games Carron Thibault and Jean-Charles Marty , University of Savoie, France	Arguing for Multilingual Motivation in Web 2.0: The Teacher Training Perspective Tsvetkova Nina , et al, Sofia University, Bulgaria
12:15	New Teachership in Game Worlds Ketamo Harri , Satakunta University of Applied Sciences and Kristian Kiili , Tampere University, Finland	Experience in Promoting Engagement in Game-Based Learning Charles Marie-Therese , Dave Bustard and Michaela Black , University of Ulster, Coleraine, UK (Research in progress)	Arguing for Multilingual Motivation in Web 2.0: A Tool for Facilitating Plurilingualism Tsvetanova Sevda , University of Rousse, Bulgaria
12:45	Welcome To My World: Induction To Games for Learning Warren Anna , Fiona Littleton and Hamish Macleod , University of Edinburgh, UK	Harmonising Culture in Co-Operative Business Ventures: Using a Simulation in a Metaverse Dai Emma and Jay Bal , Warwick University, UK (Research in progress)	Arguing for Multilingual Motivation in Web 2.0: An Evaluation of a Large-Scale European Pilot Hailey Tom , et al, University of the West of Scotland, UK
13:15	<i>Lunch</i>	<i>Lunch</i>	<i>Lunch</i>

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14:30	Game-Based Assessment: Can Games Themselves act as Assessment Mechanisms? A Case Study Charlier Nathalie and Geraldine Clarebout , Katholieke Universiteit Leuven, Belgium (Research in progress)	A Concept for the Integration of Online Business Games into Blended Learning Scenarios based on Kolb's Experiential Learning Theory Blum Patrick and Daniela Bergsch , inside Akademie GmbH, Aachen, Germany	Learning is not Self-Evident: Conceptual Change Demands Time and Support Kiili Kristian, Tampere University of Technology, Pori and Harri Ketamo , Satakunta University of Applied Sciences, Finland	
15:00	Does Game-Based Learning Exist or is it Merely Game-Based Teaching? Pivec Paul, Deakin University, Melbourne, Australia	Using Games Classifications to Support the Design of Learning Games Mariais Christelle, Florence Michau and Jean-Philippe Pernin , Equipe MeTAH, Grenoble, France (Research in Progress)	Digital Mind Games: Experience-based Reflections on Design and Interface Features Supporting the Development of Reasoning Skills Bottino Rosa Maria, Michela Ott and Vincenza Benigno , Istituto Tecnologie Didattiche (ITD), Genova, Italy	
15:30		A Design Proposal for a Game-Based Professional Training System For Highly Dangerous Professions Xueli Yu and Li Zhi , Zhou Changneng , Zhou Guangping and Liu Zengrong , College of Computer and Software, Taiyuan University of Technology, China		
16:00	<i>Summary of issues raised during the conference</i> <i>Led by Liz Boyle, University of the West of Scotland</i>			
16:30	<i>Close of conference</i>			
	Posters			
	Serious Game Platform for Nutritional Education; Memory Game Acceptability and Playability Results Baños Rosa, Valencia University/CIBER, Ausias Cebolla , Jaime I University/CIBER, Ernestina Etchemendy , CIBER and Paloma Rasal , Jaime I University, Spain			