

4th European Conference on Games-Based Learning
Department of Curriculum Research, The Danish School of
Education, University of Aarhus, Copenhagen, Denmark
21-22 October 2010

Conference Chair: Birgitte Holm Sørensen, University of Aarhus, Denmark
Programme Chair: Bente Meyer, University of Aarhus, Denmark

Mini Track Call for Papers on Game Research Methods

Track Co-Chairs: Dr Bente Meyer, University of Aarhus, Denmark and Dr Birgitte Holm Sørensen, University of Aarhus, Denmark

Research in game based learning is needed in order to explore how, when and why learning takes place in game based educational settings. Whereas games are highly recommended for being powerful learning environments, research into the use of games for learning has often produced inconclusive and contradictory results. This may be due to the fact that the design and study of educational games involve complex processes that may challenge existing methodological practices, i.e. new perspectives on learning spaces and artefacts, and how to study them.

In terms of methodology, approaches are needed that can capture and account for the changing and diverse environments in which games are used for teaching and learning. This highlights the need for not only empirically based arguments for the potential of games in education, but for methodologies that can describe the emerging use of games both inside and outside formal education.

The purpose of this track is to explore the challenges and opportunities involved in researching game based learning. Topics may include, but are not limited to:

- How context(s) influence methodology
- How established methodology contributes to research in games based learning (for instance ethnography, quantitative vs. qualitative approaches)
- Examples of how innovative methodology can contribute to research in learning games, i.e. what is the potential of new methodologies
- Challenges in and possible ways of developing design-based game research
- Methods for understanding the influence of new types of human and non-human actors in game-based learning spaces

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); indexed by the Institution of Engineering and Technology in the UK and listed on the EBSCO database.

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Papers presented at the conference will be considered for publication in a special issue of the Electronic Journal of e-Learning. The latest issue of the journal is available to [read online](#). Journal accreditations are listed on the conference website.

Submission details:

Abstracts: All submission types (other than product demonstrations) require a 300-500 word abstract in the first instance, to be received by **1 April 2010**. Please read the guidelines at <http://academic-conferences.org/abstract-guidelines.htm>

Submission: Only accepted by [online form](#) submission at <http://academic-conferences.org/ecgbl/ecgbl2010/ecgbl10-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 **20 May 2010**. Papers should be submitted as .doc or .rtf file attachments by email to the Conference Manager, [Charlotte Hall](#) (charlotte@academic-conferences.org).

Important information:

The selection panel of the conference committee will consider all abstracts received by the submission deadline to ensure that the proposed paper is relevant to the Conference. The authors of abstracts, which describe a relevant paper, will receive a notification of abstract acceptance. All full papers will be 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, that the standard of English is adequate and that the paper is appropriately referenced. Papers that are accepted will be published in the conference proceedings providing at least one author registers and presents the work at the Conference (see the registration section of the conference website for more information about registration). Due to the large number of papers expected for this conference, the committee only allows an author to present one paper. Therefore if multiple papers are accepted for presentation different co-authors need to present each paper.

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:	1 April 2010
Notification of abstract acceptance:	8 April 2010
Full paper due for review:	20 May 2010
Notification of paper acceptance (with any changes):	29 July 2010
Earlybird registration closes:	12 August 2010
Final paper due (with any changes):	26 August 2010
Final author registration date:	16 September 2010

Full details of all the mini tracks and a full call for papers are available on the conference website at

<http://academic-conferences.org/ecgbl/ecgbl2010/ecgbl10-home.htm>