

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 Games and Higher Education

Track Chair: Elias Pimenidis, University of East London, UK

Higher Education has seen considerable changes in the way academics interact with students over the past few years. The rising cost of Higher Education puts strain on institutions in maximizing utilization of resources and improving performance in terms of student results. At the same time students are far more technologically savvy compared to even five years ago. Teaching in higher education through games is an acceptable and fashionable mode of delivery. Lecturers and tutors constantly seek innovative means of attracting and maintaining student interest during class contact hours and games along with virtual worlds appear to be the current winning formula.

This mini track seeks to present innovative ways of developing games that would suit a wider HE audience (within a specific knowledge area) and for researchers / developers to present their approaches and experiences in developing games for HE teaching. Such presentations would prove particularly attractive to the educational community who often looks at developing in-house tools on limited budgets and small and usually understaffed teams.

The mini track would welcome papers presenting innovative approaches of utilizing existing off the shelf games within an HE teaching environment. The organizers are looking for input from the professional / commercial development world. Case studies of development and utilization of educational games are extremely desirable and are expected to raise the interest and elevate the level of debate beyond the confines of a strict academic conference, integrating the "real" world and its challenges to the "protected" environment of education.

Topics may include, but are not limited to:

- Developing computer based educational games
- Managing the development small scale computer games projects for educational purposes
- Games for Higher Education – Case Studies from the Commercial front
- Delivering professional skills through computer games – a designer's challenge
- Computer Games for Higher Education students – balancing the fun element
- Using off-the-shelf games in Higher Education teaching

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

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>