

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 User Profiling for the Design of Adaptive Educational Video Games

Track Chair: Dr Patrick Felícia, Waterford Institute of Technology, Ireland

User profiling is a relevant research topic in both video games and educational software development. For the former, it helps to provide a more enjoyable experience that is tailored to users' preferences; for the latter, it aims to provide a learning environment that adapts to subjects' abilities, disabilities or learning preferences.

Because people have different learning styles, needs and preferences, their motivation to play video games, their behaviour and their learning strategies can differ significantly. Unless these singularities are acknowledged, learning benefits on the part of the learner could vary greatly. Although several educational video games have been based on Intelligent Tutoring Systems (ITSs) that included a flexible approach to learning, there is still a need to define valuable frameworks that address the design of educational video games at both cognitive and psychological levels.

The aim of this track is to present the latest research relevant to the design and deployment of adaptive educational video games. It will seek to include both theoretical frameworks and empirical evidence. The track will be multidisciplinary and welcome participants with an expertise in HCI, Adaptive Educational Systems, Game Design, Educational Psychology, or Instructional Design.

Topics include, but are not limited to:-

- Accounting for Personalities and learning styles in Game-Based Learning
- Using Intelligent Tutoring systems to monitor and improve players' cognitive skills in Video Games
- Accounting for users' disabilities and adapting the game features accordingly (e.g. user interface or feedback)
- Using non-invasive techniques to profile users (e.g. using player's input, navigation patterns, etc.)
- Adapting the Game-Play to players' preference and increase their motivation and enjoyment accordingly.
- Assessing and using players' emotions to improve motivation and learning outcomes

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.

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 mini tracks and the full main call for papers can be found on the conference website at <http://academic-conferences.org/ecgbl/ecgbl2010/ecgbl10-home.htm>