

	Room: 97 Stream D - Simulations Chair - Joshua Streiff	Room: 99 Stream E: Quizzes and Role Play Chair - Sylvester Arnab	Room: Meeting Room 1 Stream F - Learning Environments Chair -
13:30	Ethical issues of Simulation Video Games Sukhov Anton, Ural Federal University named after the first President of Russia B. N. Yeltsin, Ekaterinburg, Russia	Jumble vs. Quiz – Evaluation of two different type of Games in Kahoot! Wang Alf Inge, Norwegian University of Science and Technology, Trondheim, Norway	Designing a Multi-Campus Game Development Course with Hybrid Synchronous and Asynchronous Learning Environments using Video Conference Systems Schoenau-Fog Henrik and Lise Kofoed , Aalborg University, Copenhagen, Denmark, 140
14:00	Using Single Player Virtual Simulations for training on collaborative medical practice Bunæs Tina Helene, and Joakim Karlsen , Østfold University College, Fredrikstad, Norway	Tower of Questions: A Peer-quizzing Game to Engage Students in Question and Answer Posing Kiron Nafisul Islam, Ifeoma Adaji , Jeff Long and Julita Vassileva , University of Saskatchewan, Saskatoon, Canada	Effects of using Avatars in a Game-based Learning Environment Lukosch Heide, Bertien Broekhans and Johannetta Gordijn , Delft University of Technology, The Netherlands
14:30	Game-based learning to support the development from lean production to digitalized production Yesilyurt Ozan, Viorel Petrut , Dennis Bauer , Andreas Bildstein Thomas Bauernhansl and Laura Körting , Fraunhofer Institute for Manufacturing Engineering and Automation IPA, Stuttgart, Germany	Steering Forces in Learning and Role-Play – the Case of Occupational Therapy Education Marchetti Emanuela and Camilla Kølsen Petersen , University of Southern Denmark, Odense, Denmark	Playing with Handwriting: Creating a Game-Based App for Learning Cursive Rinnert Gretchen, Marianne Martens , Kathleen Campana and Jacque Kociubuk , Kent State University, Ohio, USA
15:05	Room: 100		
	Top 3 of The 7th International Educational Games Competition present their games to the participants		
15:40	Winners of The 7th International Educational Games Competition, Poster Competition and Best PhD Paper are presented		
15:50	Summary and Close of the Conference		

Posters with a WIP Paper

	Posters with a WIP Paper		
X Marks the Spot: Student-Developed Treasure-Hunt on the Digitization of Knowledge Production Sommer Christopher, Vanessa Vanessa Barbagiovanni Bugiacca and Karen Ellwanger , Carl von Ossietzky University Oldenburg, Germany	How to Enhance Interest in Mathematics by Using Game-Based Learning Plass-Nielsen Josephine and Oliver Nielsen , University of Southern Denmark	Escaping to Cybersecurity Education: Using Manipulative Challenges to Engage and Educate Streiff Joshua, L. Jean Camp , Indiana University, Bloomington and Connie Justice , Purdue School of Engineering and Tech, IUPUI, Indiana, USA	
A Mixed-Reality Learning Application to Experience Wind Engines for Beginner and Experts Spangenberg Pia, Felix Kapp , Matthias Rötting , Technische Universität Berlin and Linda Kruse , the Good Evil GmbH, Germany	"Allotrop: Reaction": An Example of Massively Multiplayer On-line Role-playing Game Construction for STEM Education in School Melnikov Andrey, Fund for Infrastructure and Educational Program, Moscow, Valentin Shuvalov , School Intellectual, Moscow, Natalia Khodykina , STEM Games, Moscow and Marina Shcherbakova , ENANO, Moscow, Russian Federation	Learn&Play: Co-designing a Game-based Learning Scenario for Engineering Mechanics Seidel Anna, Franziska Weidle , Lukas Flagmeier , Jonas Vossler and Claudia Boerner , Brandenburg University of Technology, Cottbus-Senftenburg, Germany	
Supporting Learning Programming Using Educational Digital Games Frankovic Ivona, Natasa Hoic-Bozic , Martina Holenko Dlab and Marina Ivasic-Kos , University of Rijeka, Croatia	Stealing the Exams: Using Narrative Techniques in Designing an Escape Game in University Context Haake Susanne, University of Education, Weingarten, Germany	The Impact of Game-Based Learning Design Features on Reading Comprehension and Interest Nietfeld John, North Carolina State University, USA	
Developing Pedagogical Videogames to Support Math Learning in Deaf Children: A Work-in-Progress (phases 1-3) Neves José Carlos, Carla Sousa , CICANT Lusofona University, Lisbon, Portugal	Undertaking: A Business Game for 21st Century Undergraduate Skills Camacho Clayna, Sonal Sahu and Eduardo Esteva , Tecnológico de Monterrey, Mexico	An Adaptation and Personalisation Methodology for Serious Games Design Blatsios Spyridon and Ioannis Refanidis , University of Macedonia, Greece	
BPMN Wheel: Board game for Business Process Modeling Kutun Bahar and Werner Schmidt , Technische Hochschule Ingolstadt, Germany	Awareness Raising and Learning about Eco-Innovations Through Digital Games Mago Zdenko, University of Ss. Cyril and Methodius in Trnava, Trnava, Slovakia		
Posters only			
Trends in Cybersecurity Focused Games Coenraad Merijke, Diane Jass Ketelhut , Michel Cukier and Jandelyn Plane , University of Maryland - College Park, USA	Time to Walk Wernbacher Thomas, Natalie Denk , Donau-Universität Krems, Mario Platzer , Verkehrsplanung and Sylvia Titze , Karl-Franzens-Universität Graz, Austria	Port of Mars: Exploring Social Systems and Practices for Sustaining Communities on Mars Nelson Brian, Lance Gharavi , Marco Janssen and Marty Anderies , Arizona State University, USA	
Children Learning Games: The Case of Customization Javora Ondřej, Charles University, Prague, Kristina Volná , Czech Television, Tereza Hannemann , and Cyril Brom , Charles University, Czech Republic	Game Design for Engagement and Learning about Cybersecurity Coenraad Merijke, Diane Jass Ketelhut , David Weintrop and Michel Cukier , University of Maryland - College Park, USA	Get out of the Classroom!': The use of Escape Rooms as an Alternative Teaching Method in Engineering Schrock Laren and Chris Evans , WMG, Coventry, UK	
Developing an Evaluation Framework for an Educational Simulation Roleplay Game. Slyman Souad, Marco Gillies and John Jessel , Goldsmiths, University of London, UK	Implementation of Virtual Laboratories in Secondary School Lisborg Sanne, Learning and Culture, Aalborg University, Copenhagen, Denmark		