

<p align="center"><b>14th European Conference on Games Based Learning</b>  <b>ECGBL 2020 - 24-25 September 2020</b>  <b>a Virtual Conference Supported by the University of Brighton</b></p>			
<b>Wednesday 23 September 2020</b>			
09:00 <b>Room 1 Educational Escape Room Workshop - Led by Dr Panagiotis Fotaris, University of Brighton, UK</b>			
14:00 <b>Room 1 Using Embodied Methods in Designing STEM Learning Games - Led by: Lars Elbæk, Rasmus Vestergaard Andersen and Søren Lekbo, The University of Southern Denmark</b>			
<b>All day Rooms 2 &amp; 3</b> <b>The 8th International Educational Games Competition</b>			
<b>Thursday 24 September 2020</b>			
08:30 <b>Zoom Room 1 Opens</b>			
09:00 <b>Room 1 Welcome and Opening of the Conference</b>			
09:15 <b>Keynote presentation: Prof Nicola Whitton, Durham University, UK</b> <i>From Games to Play: What's the Difference?</i>			
10:00 <b>Conference splits into 3 streams</b>			
	<b>Room 1</b> <b>Stream A - Mini Track: Human and Economic Costs of Designing and Using Games</b> <b>Chair: Ian Stewart</b>	<b>Room 2</b> <b>Stream B - Virtual Reality</b> <b>Chair: Moritz Philip Recke</b>	<b>Room 3</b> <b>Stream C - Mobile Games</b> <b>Chair: Carina Aichinger</b>
10:10	Digital Ethnography Development Investigating Children's Agency in Minecraft <b>Balnaves Kim</b> , Murdoch University, Perth, Australia	Motivation in Situated Immersive Games for Irish Language Learning a DBR Approach <b>Collins Naoise</b> , Brian <b>Vaughan</b> and Charlie <b>Cullen</b> , Technological University Dublin, Ireland	Training Air Traffic Controllers through Digital Mobile Applications versus Traditional Methods <b>Smy Phillip</b> , Iain <b>Donald</b> , Ruth <b>Falconer</b> and Kenneth <b>Scott-Brown</b> , Abertay University, Dundee, UK
10:30	Using Frugal Education Principles and the RPG Maker MV Game Engine to aid the Co-Creation of Digital Game-based Learning Resources <b>Clarke Samantha</b> , Alex <b>Masters</b> , Becky <b>Collins</b> , Darren <b>Flynn</b> and Sylvester <b>Arnab</b> , Coventry University, UK	Religious Discourse of Video Game-Based Learning: Virtual Paganism and the Problem of Breaking the First Commandment <b>Sukhov Anton</b> , Ural Federal University named after the first President of Russia B. N. Yeltsin, Ekaterinburg, Russia	Bibliography-Based Social Network Analysis and Geo-location map of Gamification <b>Zhang Boyang</b> and Xiaozhou Li, Tampere University, Finland
10:50	Designing Mini-Games for Micro-Learning: Open Educational Resources on Cultural Risks in Multi-Cultural Organisations <b>Arnab Sylvester</b> , Mark <b>Lewis</b> , Sarah <b>Kernaghan-Andrews</b> , et al Coventry University, UK and Ludmila <b>Walaszczyk</b> , Instytut Technologii Eksploatacji-PIB, Poland	"Clementine will remember that" On Dialogic Teaching, Ethics, and Zombies Staaby Tobias, University of Bergen, Norway	Design, Complexity, and Coding: A Framework to Evaluate Mobile Coding Projects <b>Spieler Bernadette</b> , University of Hildesheim, Germany and Ferenc <b>Kemeny</b> , University of Graz, Austria
11:10	Leveraging Local Expertise: Design of Game-Based Formative Assessments for Broader Adoption <b>Rushton Evan</b> and Seth <b>Corrigan</b> , SNHU Innovation Center, San Francisco, USA	Virtual Experiential Learning, Learning Design and Interaction in Extended Reality simulations <b>Majgaard Gunver</b> University of Southern Denmark, Odense, Denmark and Charlotte <b>Weitze</b> , Digital and Creative Learning Lab, Helsingør, Denmark	Designing an Augmented Reality-Enabled Smartphone Campus Guide Learning Game <b>Taylor Samuel</b> , Kyushu Sangyo University, Fukuoka, Japan
11:30	Could Decision Fatigue be a Problem for Serious Games? <b>Lindsey Andrew</b> , David <b>Moffat</b> , Glasgow Caledonian University, Glasgow, UK and Olga <b>Shabalina</b> , Volgograd State Technical University, Russia	Movement-based Design Methods: a Typology for Designers <b>Andersen Rasmus Vestergaard</b> , Søren <b>Lekbo</b> , Rene Engelhardt <b>Hansen</b> and Lars <b>Elbaek</b> , University of Southern Denmark, Odense, Denmark	Attack and Defend: Combining Game-Based Learning with Virtual Cyber Labs <b>Mahmoud Rasmi-Vlad</b> , Egon <b>Kidmose</b> , Rikke <b>Magnussen</b> and Jens Myrup <b>Pedersen</b> , et al., Aalborg University, Denmark
11:50	Are you a Great Negotiator? Game Based Learning of 21st Century Negotiation Skills in the Netherlands and Japan Stel Frans, University of Twente, Twente, Netherlands, <b>Yuko Hayashi</b> , University of Yamaguchi, Japan, Rogier De <b>Jong</b> , Avans UAC, Netherlands and Ko <b>Momotani</b> , Sanyo-Onoda City University, Japan, et al (Work in Progress Presentation)	Developing Digital Literacy through Design of VR/AR Games for Learning <b>Weitze Charlotte Lærke</b> , Digital & Creative Learning Lab, Helsingør and Gunver <b>Majgaard</b> , University of Southern Denmark	
12:10	<i>Lunch Break</i>	<i>Lunch Break</i>	<i>Lunch Break</i>

**Conference Zoom Links**  
**Password to all rooms: ECGBL20**

[Room 1](https://us02web.zoom.us/j/88946052955)  
<https://us02web.zoom.us/j/88946052955>  
[Meeting ID: 88946052955](https://us02web.zoom.us/j/88946052955)

[Room 2](https://us02web.zoom.us/j/84385236351)  
<https://us02web.zoom.us/j/84385236351>  
[Meeting ID: 84385236351](https://us02web.zoom.us/j/84385236351)

[Room 3](https://zoom.us/j/91014102959)  
<https://zoom.us/j/91014102959>  
[Meeting ID: /91014102959](https://zoom.us/j/91014102959)

[Room 4](https://us02web.zoom.us/j/85375023259)  
<https://us02web.zoom.us/j/85375023259>  
[Meeting ID: 85375023259](https://us02web.zoom.us/j/85375023259)

	<b>Room 1</b> <b>Stream A: Foreign Language Education and Software Engineering</b> <b>Chair: Jonathan Sadler</b>	<b>Room 2</b> <b>Stream B: Teachers and Parents</b> <b>Chair - Riikka Aurava</b>	<b>Room 4</b> <b>Stream C - Design</b> <b>Chair - Tone Vold</b>	<b>Room 3</b> <b>Stream D - PhD and Masters Colloquium</b> <b>Chairs - Catherine Grundy and Katie Piatt</b>
<b>13:00</b>	GameLet: Seeking Media-Supported Fun in the Training of Reading Fluency <b>Massler Ute</b> , Alexander <b>Ganikow</b> , Susanne <b>Haake</b> , University of Education Weingarten and Ido <b>Iurgel</b> , Rhine-Waal University of Applied Sciences, Germany, Cristina <b>Sylla</b> , University of Minho, Portugal, Chrystalla <b>Neofytou</b> , Open University of Cyprus	Supporting Croatian Teachers in Designing Game Based Learning Activities: A Case Study <b>Holenko</b> Dlab Martina, Natasa <b>Hoic-Bozic</b> , Jasminka <b>Mezak</b> and Marina <b>Zunic</b> , University of Rijeka, Department of Informatics, Croatia	The Measuring Metrics of Weak Ties: A Quantitative Analysis of Network Structure of Online Game Community and Text Categorization <b>Zhang</b> Boyang, Peng <b>Yao</b> , Hannu <b>Karkkainen</b> and Thomas <b>Olsson</b> , Tampere Universities, Finland	<b>10 minute presentations with time for discussion and feedback during and at the end of the session</b>  Gender Differences in GBL the Japanese Higher Education Context <b>White</b> Jeremy, Kyoto University, Kyoto, Japan  Creating a more immersive and "VR-like" 360-degree video experience: Development of an Immersive and Interactive Alcohol Resistance Tool <b>Lyk</b> Patricia and Gunver <b>Majgaard</b> , University of Southern Denmark, Odense, Denmark  Developing Educational Computer Game in Terms of Multimedia Principles and Cinematism-Animetism Notions <b>San</b> Remzi and Çiğdem <b>Tas Alicenap</b> , Anadolu University, Eskişehir, Turkey
<b>13:20</b>	Investigating Student Preferences on Gesture-based Interaction in a Vocabulary Game <b>Sarhan</b> Norah, Judith <b>Good</b> and Kate <b>Howland</b> , University of Sussex, UK	Endowing a Game-Based Learning Hub for Augmenting Teaching and Learning: Design, Constellations and Perceptions from a Teachers Perspective <b>Lameras</b> Petros, Coventry University, UK, Stephanie <b>Philippe</b> , Manzalab, France and Panagiotis <b>Petridis</b> , Aston University, UK	A Framework for the Selection and Design of Serious Games <b>Thomas</b> Will, University of Suffolk, Ipswich, UK	Effects of Serious Games and Game-Based Learning on Learners' Achievement Emotions <b>Schorer</b> Antonia and Aristidis <b>Protopsaltis</b> , Innovation in Learning Institute, Fürth, Germany  Introducing a New Design Tool to Inform Serious Game Behaviour Change Interventions <b>Shanks</b> Karen, Romana Ramzan, Karen <b>Thomson</b> and David <b>Farrell</b> , Glasgow Caledonian University, Scotland, UK  Methodological Approach for Instructional Design of Programming in Allotop:Reaction (MMO RPG) <b>Shcherbakova</b> Marina, National Research University Higher School of Economics, Moscow, Russian Federation
<b>13:40</b>	Tangible Grammar: Prototyping Playful Physical Tools for Foreign Language Learning Santana Emanuely K., Jasmin B. <b>Taher</b> , Rebecca D. <b>Damm</b> , Robb <b>Mitchell</b> and Feiyin <b>Wang</b> , University of Southern Denmark, Kolding, Denmark	Student Teachers' Game Preferences, Game Habits, and Attitudes Towards Games as Learning Tools <b>Voulgari</b> Iro, National and Kapodistrian University of Athens and Konstantinos <b>Lavidas</b> , University of Patras, Greece	Play in Farming: Seriously? <b>Arnab</b> Sylvester, Samantha Clarke, Angela Hilmi and Katrin Marquardt, Coventry University, UK	Participatory Digital Educational game Production with Fifth Graders on Biodiversity (SDG15) <b>Küchler</b> Martin Gerhard, Donau Universität Krems, Austria (Masters)
<b>14:00</b>	A Modern Game-Based Technique for Learning Software Engineering Course <b>Vineeth</b> Rajamohan, Mounica <b>Santhapur</b> and Sergiu <b>Dascalu</b> , University of Nevada-Reno, USA	Stop Gaming! Parents' Attitude Towards Digital Game-Based Learning <b>Gabriel</b> Sonja, Michael <b>Nader</b> , and Matthias <b>Huetthaler</b> , KPH Vienna/Krems, Austria	An Application of a Microcontroller for Cooperative Learning Games <b>Samarngoon</b> Keattikorn, College of Arts Media and Technology, Chiang Mai University, Chiangmai, Thailand	A meta-analysis about game-based learning in chemistry education <b>Hu</b> Yuanyuan, Tim <b>Gallagher</b> , Pieter <b>Wouters</b> and Marieke <b>van der Schaaf</b> , Utrecht University, The Netherlands (Masters Presentation only)
<b>14:20</b>	Francopass: a Community-oriented Gamified Web Application for French Learners and Education Students <b>Herman</b> Ashley, Sathya <b>Rao</b> , Eleni <b>Stroulia</b> and Marissa <b>Snihur</b> , University of Alberta, Edmonton, Canada	Assessing the Impact of Self-Regulated Learning Using Educational Games on an Intelligent Platform <b>Nieto-Márquez</b> Natalia Lara, Miguel Ángel Pérez <b>Nieto</b> , Universidad Camilo José Cela, Madrid, Spain, Martin <b>Sillaots</b> , Tallinn University, Estonia, Alejandro Cardeña <b>Martínez</b> , University of Salamanca, Spain	Bad Game, Good Learning; Examining the Contradictions of Digital Game-Based Learning <b>Berg</b> Marklund Björn and Rebecca <b>Romin</b> , University of Skövde, Sweden	
<b>14:40</b>	<i>Break</i>	<i>Break</i>	<i>Break</i>	<i>Break</i>
	<b>Room 1</b> <b>Stream A: Mini Track on Escape rooms for learning and GBL Issues</b> <b>Chair: Panagiotis Fotaris</b>	<b>Room 2</b> <b>Stream B: Games for Children on the Autistic Spectrum and Game Jams</b> <b>Chair - Conceicao Costa</b>	<b>Room 3</b> <b>Stream C - Leadership and Strategy Games</b> <b>Chair:</b>	
<b>15:00</b>	Escape rooms for STEAM education: Comparing design phases <b>Karageorgiou</b> Zoi, Eirini <b>Mavrommati</b> , Hellenic Open University, Patra, Greece and Panagiotis <b>Fotaris</b> , University of Brighton, UK	A Framework System for the Design of a Digital Augmented-Reality Pretend Play Activity for Children with ASD <b>Bremner</b> Louisa, Carlo <b>Fabricatore</b> and Maria Ximena <b>Lopez</b> , University Of Huddersfield, UK	Gamification of Strategic Thinking: A COTS Boardgame for Learning Strategy Development and Strategy Implementation (COVID-19 Improvised Online Facilitation) <b>Kodalle</b> Thorsten, Bundeswehr Command and Staff College, Clemens <b>Harten</b> , Hamburg University of Technology and Maren <b>Metz</b> , HFH Hamburg, Germany	
<b>15:20</b>	Educational escape room for disaster preparedness and response training <b>Ioannis</b> Kazanidis, Gotzamanis <b>Vasilios</b> , Aougostos <b>Tsinakos</b> , International Hellenic University, Greece and Panagiotis <b>Fotaris</b> , University of Brighton, UK	Emotions and Challenges during Game Creation: Evidence from the Global Game Jam <b>Savvani</b> Stamatia, University of Essex, Colchester, UK	What Games Will Military Leaders Need? <b>Männamaa</b> Ivar, Estonian Military Academy, Tartu, Estonia	
<b>15:40</b>	The serious games in the territorial socio-economic systems development <b>Stepanova</b> Natalia, Viola <b>Larionova</b> , Ural Federal University, Russia, Alla <b>Drozdova</b> , Humanitarian University, Russia and Ken <b>Brown</b> , Letterkenny Institute of Technology, Ireland	Teacher views on game jamming in formal general education <b>Aurava</b> Riikka, Mikko <b>Meriläinen</b> and Jaakko <b>Stenros</b> , Tampere University, Finland	Gamified Learning of Project Management Principles <b>Ahmed</b> Karim and Anthony <b>Olomolaiye</b> , Coventry University (Presentation Only)	
<b>16:00</b>	Science Gamified: Designing and Implementing a Gamification Model in Science Courses <b>Tapia Sánchez</b> Arturo and Adriana Sofia <b>Herrera Cano</b> , Instituto Tecnológico y de Estudios Superiores de Monterrey, México	Gamification and Self-Directed Learning <b>Pacheco-Velazquez</b> Ernesto, Jaime <b>Palma-Mendoza</b> , David <b>Salinas-Navarro</b> and Ivan <b>Arana-Solares</b> , Tecnologico de Monterrey, Ciudad de Mexico, México	Universal Strategy Game <b>Kubina</b> Ekaterina, Yury <b>Davy</b> , Natalia <b>Stepanova</b> , Ural Federal University, Russia and Lidia <b>Kondratyeva</b> , Saint Petersburg State University of Architecture and Civil Engineering, Russia	
<b>16:20</b>	<b>Networking in Small Groups to Catch up with Colleagues and build New Connections for Future Collaboration</b>			
<b>17:00</b>	<i>Close of Conference Day</i>	<i>Close of Conference Day</i>	<i>Close of Conference Day</i>	<i>Close of Conference Day</i>

	<b>Friday 25 September 2020</b>			
09:00	<b>Room 1 Opening Messages</b>			
09:05	<b>Keynote Address: Dr Alex Moseley - University of Leicester, UK</b> <i>Playful Learning, Teaching and Researching</i>			
09:50	<b>Break</b>			
	<b>Conference splits into streams</b>			
	<b>Room 1</b> <b>Stream A - STEM</b> <b>Chair: Bernadette Spieler</b>	<b>Room 2</b> <b>Stream B - Mini Track on Dialogical Perspectives on Games and Learning</b> <b>Chair: Thorkild Hanghøj</b>	<b>Room 3</b> <b>Stream C - Evaluation</b> <b>Chair: Boyang Zhang</b>	<b>Room 4</b> <b>Stream D - Lifelong Learning</b> <b>Chair: Vasileios-Krallis Gkogkidis</b>
10:00	The Learn&Play Project: Developing a Serious Game to Motivate for and Foster the Self-Concept of Ability in STEM Studies <b>Seidel</b> Anna, Franziska <b>Weidle</b> , Thomas <b>Müller</b> , Lukas <b>Flagmeier</b> , et al BTU Cottbus-Senftenberg, Germany	The dialogic space the pedagogy of multiliteracies created in my game-based teaching <b>deHaan</b> Jonathan, University of Shizuoka, Japan (Presentation only)	Paper prototyping as a method for the evaluation of serious game concepts Schade Cornelia, and Antonia Stagge, TU Dresden, Germany	Online Quizzing During Corona-Crisis: Game in Education <b>Haave</b> Hanne Marit and Tone <b>Vold</b> , Inland Norway University of Applied Sciences, Rena, Norway
10:20	Game Monument Valley: Intersection of Mathematics and Art <b>Čujdiková</b> Maria, Comenius University, Bratislava, Slovakia	Fighting Oppression Online: Digital Role-Playing Games as Means for Critical Dialogue <b>Mendels</b> Jonathan, Ben-Gurion University of the Negev, Beer Sheva, Israel	Evaluation of a Game-Based Learning Approach to Support the Digitalisation of Production <b>Draghici</b> Viorel Petrut, Ozan <b>Yesilyurt</b> , Dennis <b>Bauer</b> and Laura <b>Körting</b> , Fraunhofer Institute for Manufacturing Engineering and Automation IPA, Stuttgart, Germany	Educational Games in Training <b>Bareicheva</b> Marina, Viola <b>Larionova</b> , Natalia <b>Stepanova</b> and Yuri <b>Davy</b> , Ural Federal University, Ekaterinburg, Russia
10:40	CPS-GBL Framework to Evaluate Game Systems Promoting Intrinsically Motivating Complex Problem-Solving Processes <b>Gyaurov</b> Dimitar, Carlo <b>Fabricatore</b> and Ximena <b>Lopez</b> , University of Huddersfield, UK	Developing Design Principles for Game-related Design Thinking Activities <b>Hanghøj</b> Thorkild, Stine Ejsing-Duun, Aalborg University, Copenhagen, Birgitte Lund <b>Nielsen</b> , VIA University College, and Charlotte Krog <b>Skott</b> , University College Copenhagen, Denmark	Gamifying Classroom Presentations: Evaluating the Effects on Engagement across Demographic Factors <b>Sillaots</b> Martin, Triinu <b>Jesmin</b> , Mikhail <b>Fiadotau</b> and Manisha <b>Khulbe</b> , Tallinn University, Estonia	Game-Based Learning into Today's Workplaces: Who's Winning? Benson Janet, Learnovate @ Trinity College Dublin, Ireland (Presentation Only, Masters Research)
11:00	A Dynamic Bonus System to Increase Player Participation in Pervasive Learning Games <b>Pløhn</b> Trygve, Trond <b>Aalberg</b> , Norwegian University of Science and Technology, Trondheim and Kjærnd <b>Iversen</b> , Nord University, Norway	Exploring peer mentoring and learning among experts and novices in online in-game interactions <b>Rusk</b> Fredrik, Nord University, Bodø, Norway, Matilda <b>Ståhl</b> , Åbo Akademi University, Vasa, Finland and Kenneth <b>Silseth</b> , University of Oslo, Norway	Games User Research with deaf students: Research Design and First Results <b>Costa</b> Conceição and Lília <b>Marcelino</b> , CICANT - Lusofona University, Lisbon, Portugal	Opportunities for gamified learning in Purchasing and Supply Management education <b>Kelly</b> Stephen, Peter <b>Vangorp</b> , Edge Hill University, Ormskirk, UK, Klaas <b>Stek</b> and Vincent <b>Delke</b> , University of Twente, Netherlands
11:20	Emergent Narratives in Project Based Software Development Education <b>Recke</b> Moritz Philip and Stefano <b>Perna</b> , University of Naples Federico II, Italy	A reinvented education in Business and Accounting using a GBL approach for Soft Skills <b>Bastos</b> Susana, Manuel Silva, Polytechnic Institute of Porto (IPP), Portugal, José Luis <b>Poza-Lújan</b> , Universitat Politècnica de València, Spain and Kai <b>Schleutker</b> , Turku University of Applied Sciences, Finland	Assessing Barriers in Information Sharing via Serious Games: A Case Study of DIMB <b>Wang</b> Yan, Delft University of Technology and Kenny <b>Meesters</b> , Tilburg University, Netherlands	QUALY: A money management application for people with cognitive impairments <b>Adam</b> Helena, Shiruk Abdel <b>Wahed</b> , Jacqueline <b>Kuch</b> , Vanessa <b>Palzer</b> , Bianca <b>Schnalzer</b> and Sten <b>Hanke</b> , FH Joanneum, Graz, Austria
11:40	<b>Lunch Break</b>	<b>Lunch Break</b>	<b>Lunch Break</b>	<b>Lunch Break</b>

	<b>Room 1</b> <b>Stream A - School Context</b> <b>Chair - Will Thomas</b>	<b>Room 2</b> <b>Stream B - Mini Track on Dialogical Perspectives on Games and Learning</b> <b>Chair: Thorkild Hanghøj</b>	<b>Room 3</b> <b>Stream C - Tabletop Games</b> <b>Chair: Thorsten Kodalle</b>	<b>Room 4</b> <b>Stream D: Poster Presentations</b> <b>Chair: Dan Remenyi</b> <b>5 minute presentations with time for discussion and feedback</b>
<b>12:30</b>	Exploring Institutionalised E-Sport in High School: A Mixed Methods Study of Well-being <b>Fiskaali Anne, Andreas Lieberoth, and Helle Spindler, Aarhus University, Denmark</b>	Exploring Collaboration and Exploratory talk in Microworlds <b>Vawter Laura and Alke Martens, Rostock University, Germany</b>	A Preliminary Study of A Business-Management/Strategic-Planning Board Game with Situated Learning Mechanisms Kuo Chih-Chen, Ying-Sang Fang, Shu-Ming Wang, You-Yun Lia and Huei-Tse Hou, National Taiwan University of Science and Technology, Taipei, Taiwan(ROC)	Game on! Enhancing tertiary student engagement through co-development of interactive treasure hunts  Super Mario Maker 2 as a Tool for Educational Game Design  Towards a theory of transformational ethical gameplay
<b>12:50</b>	Gamification in a High School Class Improved Motivation and Grades <b>Forrest Craig, David Moffat, Glasgow Caledonian University, UK and Olga Shabalina, Volgograd State Technical University</b>	Beyond Vicarious Learning: how to embed dialogic learning into educational games <b>Abbott Daisy, The Glasgow School of Art, UK</b>	Co-Creating Educational Project Management Board Games to enhance Student Engagement <b>Gkogkidis Vasilis and Nicholas Dacre, University of Southampton, UK</b>	A Pedagogical Approach to Teaching Game Programming: Using the PRIMM approach  Experiencing Project Management and Controlling through a Business Simulation Game
<b>13:10</b>	Innovation Camp as 21st Century Skill Learning Game in K12 PE Teaching <b>Elbæk Lars and René Engelhardt Hansen, University of Southern Denmark, Odense, Denmark</b>	Creating a Framework of Fun and Learning: Using Balloons to Build Consensus <b>Ferguson Rebecca, Alexandra Okada, Kieron Sheehy, Mimi Tatlow-Golden, The Open University, Mark Childs, Durham University, and Anna Childs, University of Nottingham, UK</b>	Why analog games now? <b>Gaydos Matthew, Akita International University, Akita, Japan and Osvaldo Jimenez, University of the Pacific, USA</b>	Co-designing the Adaptive myPractice Network Sim for undergraduate students  Zirkus Empathico 2.0 A serious game to foster emotional and collaborative skills in children with Autism
<b>13:30</b>	Crying in the Game: An Inductive Analysis of a Game that Portraits Benevolent Sexism <b>Castagnino Ugoletti Vania, Brusk Jenny, and Henrik Engström, University of Skövde, Sweden</b>	Exploring the Dialogic Space of a Game Elicitation Interview with Fifth Grade in Math Students <b>Ottar Jensen Erik and Lars Birch Andreassen, Aalborg University, Copenhagen, Denmark (PhD Research)</b>	Modding Tabletop Games for Alignment with State Standards: Developing the Geographic Literacy of Elementary Level Learners <b>Sardone Nancy, Georgian Court University, Lakewood, NJ, USA</b>	Are games ready for medical students? Are medical students ready for games?  PlayMINT: Still Playing or Already Leading? Design of a Digital Learning Game to Promote Female STEM Students' Innovative Work Behaviour and Digital Leadership
<b>13:50</b>	A Preliminary Study of Students' Interest for Learning in Digital Games Based Learning <b>Liu Yingdong, Marc Trestini and Laurence Schmoll, University of Strasbourg, France</b>	The Challenge Game Frame: Affordance oriented Co-Creation of Privacy Decision Games <b>Jost Patrick and Monica Divitini, Norwegian University of Science and Technology, Trondheim, Norway</b>	Socially responsible applications of game analytics: the contribution of psychological sciences <b>Maggi Stefania and Puneet Bhargava Carleton University, Ottawa, Canada (Presentation Only)</b>	A bilingual in-game tutorial: designing player instructions for an educational game accessible to deaf students  Player experience and preferences - a case study on volunteering as playtesters  Evaluation of the use of a Serious Game For Chemical Engineering Education
<b>14:15</b>	<b>Room:</b>			
	<b>Top games of The 8th International Educational Games Competition present their games to the participants</b>			
<b>14:45</b>	<b>Winners of The 8th International Educational Games Competition, Poster competition and best PhD Paper are presented</b>			
<b>15:00</b>	<b>Summary and Close of the Conference - Room 1 will stay open for casual discussion</b>			
	<b>Posters will be uploaded to the facebook group where we invite participants to view them and comment/discuss their work</b>			
	<b>Posters with a WIP Paper</b>		<b>Posters only</b>	
	Game on! Enhancing tertiary student engagement through co-development of interactive treasure hunts <b>Sommer Christopher, Vanessa Barbagiovanni Bugiacca, Sabrina Alber, Christoph Wollesen, and Karen Ellwanger, University of Oldenburg, Germany</b>	Experiencing Project Management and Controlling through a Business Simulation Game Aichinger Carina, David Kronawettleitner, Johanna Anzengruber and Sandra Muehlboeck, University of Applied Sciences Upper Austria, Austria	Are games ready for medical students? Are medical students ready for games? Sadler Jonathan and Muna Aljawad, Brighton and Sussex Medical School, UK	Evaluation of the use of a Serious Game For Chemical Engineering Education Udeozer Chioma, Newcastle University, UK
	Super Mario Maker 2 as a Tool for Educational Game Design <b>Fornós Sílvia, IT University of Copenhagen, Denmark</b>	Co-designing the Adaptive myPractice Network Sim for undergraduate students Crujlsberg Bob, Aletta Smits and Koen van Turnhout, HU Utrecht University of Applied Sciences, Netherlands	PlayMINT: Still Playing or Already Leading? Design of a Digital Learning Game to Promote Female STEM Students' Innovative Work Behaviour and Digital Leadership Hagerer Ilse, Theresa Treffers, Antonia Hoffmann, Stephan Baier, Isabell Melanie Welpel and Carolin Richly Technical University Munich, Munich, Germany	Player experience and preferences - a case study on volunteering as playtesters Ståhl Matilda and Joachim Majors, Experience Lab at Åbo Akademi University, Vasa, Finland
	Towards a theory of transformational ethical gameplay Gaydos Matthew, Akita International University, Akita, Japan and Aline Nardo, ETHZ, Switzerland (WIP, Main) GBL-141	Zirkus Empathico 2.0 A serious game to foster emotional and collaborative skills in children with Autism <b>Hassan Ahmed and Niels Pinkwart, Humboldt University Berlin, Germany</b>	A bilingual in-game tutorial: designing player instructions for an educational game accessible to deaf students Neves José Carlos, Andreas Melo and Fernando Soares, Universidade Lusófona de Humanidades e Tecnologias, Lisbon, Portugal	
	A Pedagogical Approach to Teaching Game Programming: Using the PRIMM approach Law Robert, Glasgow Caledonian University, Glasgow, Scotland, UK			