# 14th European Conference on Games Based Learning
ECGBL 2020 - 24-25 September 2020
a Virtual Conference Supported by the University of Brighton

<table>
<thead>
<tr>
<th>Time</th>
<th>Session</th>
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<tr>
<td>09:00</td>
<td>Room 1 Educational Escape Room Workshop - Led by Dr Panagiotis Fotaris, University of Brighton, UK</td>
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<tr>
<td>14:00</td>
<td>Room 1 Using Embodied Methods in Designing STEM Learning Games - Led by: Lars Elbaek, Rasmus Vestergaard Andersen and Søren Lekbo, The University of Southern Denmark</td>
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**All day Rooms 2 & 3**
The 8th International Educational Games Competition

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<tr>
<th>Time</th>
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<tbody>
<tr>
<td>08:30</td>
<td>Zoom Room 1 Opens</td>
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<tr>
<td>09:00</td>
<td>Room 1 Welcome and Opening of the Conference</td>
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<tr>
<td>09:15</td>
<td>Keynote presentation: Prof Nicola Whitton, Durham University, UK</td>
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<tr>
<td></td>
<td>From Games to Play: What's the Difference?</td>
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<tr>
<td>10:00</td>
<td>Conference splits into 3 streams</td>
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**Room 1**
- **Stream A - Mini Track:** Human and Economic Costs of Designing and Using Games
  - **Chair:** Ian Stewart

**Room 2**
- **Stream B:** Virtual Reality
  - **Chair:** Moritz Philip Recke
  - **Motivation in Situated Immersive Games for Irish Language Learning in a DBR Approach**
    - Collins Naoise, Brian Vaughan and Charlie Cullen, Technological University Dublin, Ireland

**Room 3**
- **Stream C - Mobile Games**
  - **Chair:** Carina Aichinger
  - **Training Air Traffic Controllers through Digital Mobile Applications versus Traditional Methods**
    - Smy Philip, Iain Donald, Ruth Falconer and Kenneth Scott-Brown, Abertay University, Dundee, UK

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<tr>
<th>Time</th>
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| 10:10  | Digital Ethnography Development Investigating Children's Agency in Minecraft
  - Balnaves Kim, Murdoch University, Perth, Australia                      |
| 10:30  | Using Frugal Education Principles and the RPG Maker MV Game Engine to aid the Co-Creation of Digital Game-based Learning Resources
  - Clarke Samantha, Alex Masters, Becky Collins, Darren Flynn and Sylvester Arnab, Coventry University, UK |
| 10:50  | Designing Mini-Games for Micro-Learning: Open Educational Resources on Cultural Risks in Multi-Cultural Organisations
  - Arnab Sylvester, Mark Lewis, Sarah Kernaghan-Andrews, et al
  - Coventry University, UK and Ludmila Walaszczuk, Instytut Technologii Eksploatacji PIB, Poland |
| 11:10  | Leveraging Local Expertise: Design of Game-Based Formative Assessments for Broader Adoption
  - Rushton Evan and Seth Corrigan, SNHU Innovation Center, San Francisco, USA |
| 11:30  | Could Decision Fatigue be a Problem for Serious Games?
  - Lindsey Andrew, David Moffat, Glasgow Caledonian University, Glasgow, UK and Olga Shabalina, Volograd State Technical University, Russia |
| 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, and Yuke Hayashi, University of Yamaguchi, Japan, Rogier De Jong, Avans UAC, Netherlands and Ko Momotani, Sanyo-Onoda City University, Japan, et al (Work in Progress Presentation) |
| 12:10  | Lunch Break                                                             |

**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

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

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

- **Room 4**
  - [https://zoom.us/j/85375023259](https://zoom.us/j/85375023259)
  - Meeting ID: 85375023259
**Room 1**
**Stream A: Foreign Language Education and Software Engineering**
**Chair:** Jonathan Sadler

**13:00** Game. Let: Media-Supported Fun in the Training of Reading Fluency

*Masiler Ute, Alexander Ganikow, Susanne Haake, University of Education Weingarten and Ido Iurgel, Rhine-Waal University of Applied Sciences, Germany, Cristina Sylla, University of Minho, Portugal, Chrysalis Neofytou, Open University of Cyprus*

**13:20** Investigating Student Preferences on Gesture-based Interaction in a Vocabulary Game

*Sanah Norath, Judith Good and Kate Howland, University of Sussex, UK*

**13:40** Tangible Grammar: Prototyping Playful Physical Tools for Foreign Language Learning

*Santana Emanuely K., Jasmin B. Tauer, Rebecca D. Damm, Rob Mitchell and Feiyin Wang, University of Southern Denmark, Kolding, Denmark*

**14:00** A Modern Game-Based Technique for Learning Software Engineering Course

*Vinneeth Rajanathan, Mouricia Santhapur and Sergio Dascalu, University of Nevada-Reno, USA*

**14:20** Francopass: a Community-oriented Gamified Web Application for Foreign Learners and Education Students

*Herman Ashley, Sathya Rao, Eleni Strouila and Marissa Snihur, University of Alberta, Edmonton, Canada*

**14:40** Break

**Room 2**
**Stream B: Teachers and Parents**
**Chair:** Riikka Aurava

**13:00** Supporting Croatian Teachers in Designing Game Based Learning Activities: A Case Study

*Holenko Olib Martina, Natasa Hoic-Bolic, Jasminka Mezak and Marina Zunic, University of Rijeka, Department of Informatics, Croatia*

**13:20** Endowing a Game-Based Learning Hub for Augmenting Teaching and Learning: Design, Constellations and Perceptions from a Teachers Perspective

*Lameras Petros, Coventry University, UK, Stephanie Philippe, Manzalab, France and Panagiotis Petridis, Aston University, UK*

**13:40** Student Teachers’ Game Preferences, Game Habits, and Attitudes Towards Games as Learning Tools

*Vougalri Iro, National and Kapodistrian University of Athens and Konstantinos Lavidas, University of Patras, Greece*

**14:00** Stop-Game! Parents’ Attitude Towards Digital Game-Based Learning

*Gabriel Sonja, Michael Nader, and Matthias Huettenthal, KPH Menno/Krems, Austria*

**14:20** Assessing the Impact of Self-Regulated Learning Using Educational Games on an Intelligent Platform

*Nieto-Márquez Natalla Lara, Miguel Ángel Pérez Nieto, Universidad Camilo José Cela, Madrid, Spain, Martin Sillaots, Tallinn University, Estonia, Alejandro Cardeña Martínez, University of Salamanca, Spain*

**14:40** Break

**Room 3**
**Stream C - Design**
**Chair:** Tone Vold

**13:00** The Measuring Metrics of Weak Ties: A Quantitative Analysis of Network Structure of Online Game Community and Text Categorization

*Zhang Boyang, Peng Yao, Hannu Karkkainen and Thomas Olsson, Tampere Universities, Finland*

**13:20** A Framework for the Selection and Design of Serious Games

*Thomas Will, University of Suffolk, Ipswich, UK*

**14:20** Break

**Room 4**
**Stream D - PhD and Masters Colloquium**
**Chair:** Catherine Grundy and Katie Platt

**13:00** 10 minute presentations with time for discussion and feedback during and at the end of the session

*Gender Differences in GBL the Japanese Higher Education Context: White 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: Lyk Patricia and Gunner Maigard, University of Southern Denmark, Odense, Denmark*

*Developing Educational Computer Game in Terms of Multimedia Principles and Cinematism-Animation Notions: San Remsi and Cijdem Tax Alcanep, Anadolu University, Eskisehir, Turkey*

**13:20** Effects of Serious Games and Game-Based Learning on Learners’ Achievement Emotions

*Schorer Antonia and Aristidis Protosaphis, Innovation in Learning Institute, Fürth, Germany*

*Introducing a New Design Tool to Inform Serious Game Behaviour Change Interventions: Shanks Karen, Romana Ramzan, Karen Thomson and David Farrell, Glasgow Caledonian University, Scotland, UK*

*Methodological Approach for Instructional Design of Droggaming in Adolescence: Shcherbakova Marina, National Research University Higher School of Economics, Moscow, Russian Federation*

*Participatory Digital Educational game Production with Fifth Graders on Bookversity (SOOGS): Küchler Martin Gerhard, Donau Universität Krems, Austria (Masters)*

*A meta-analysis about game-based learning in chemistry education: Hu Yuanruan, Tim Gallagher, Pieter Wouters and Marieke van der Schoot, Utrecht University, The Netherlands (Masters Presentation only)*

**13:40** Break

**14:00** Networking in Small Groups to Catch up with Colleagues and Build New Connections for Future Collaboration

**14:20** Close of Conference Day
<table>
<thead>
<tr>
<th>Time</th>
<th>Room 1</th>
<th>Room 2</th>
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<th>Room 4</th>
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<tr>
<td>09:00</td>
<td>Opening</td>
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<tr>
<td>09:05</td>
<td>Keynote Address: Dr Alex Moseley - University of Leicester, UK</td>
<td><strong>Playful Learning, Teaching and Researching</strong></td>
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<tr>
<td>09:50</td>
<td>Break</td>
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<tr>
<td></td>
<td>Conference splits into streams</td>
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<tr>
<td>10:00</td>
<td>Room 1 - STEM</td>
<td>Room 2 - Mini Track on Dialogical Perspectives on Games and Learning</td>
<td>Room 3 - Evaluation</td>
<td>Room 4 - Lifelong Learning</td>
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<tr>
<td></td>
<td>Opening: Dr Moseley, University of Leicester, UK, UK</td>
<td>The dialogic space the pedagogy of multiliteracies created in my game based teaching</td>
<td>Paper prototyping as a method for the evaluation of serious game concepts</td>
<td>Online Quizzing During Corona-Crisis: Game in Education</td>
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<td></td>
<td>Room 1: BTU Cottbus-Senftenberg, Germany</td>
<td>Room 2: University of Shizuoka, Japan (Presentation only)</td>
<td>Room 3: Schade Cornelia, and Antonia Stage, TU Dresden, Germany</td>
<td>Room 4: Hanne Marit and Tone Vold, Inland Norway University of Applied Sciences, Rena, Norway</td>
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<tr>
<td>10:20</td>
<td>Game Monument Valley: Intersection of Mathematics and Art</td>
<td>Fighting Oppression Online: Digital Role Playing Games as Means for Critical Dialogue</td>
<td>Evaluation of a Game-Based Learning Approach to Support the Digitalisation of Production</td>
<td>Educational Games in Training</td>
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<td>Cujtková Maria, Comenius University, Bratislava, Slovakia</td>
<td>Mendels Jonathan, Ben-Gurion University of the Negev, Beer Sheva, Israel</td>
<td>Draghidi Viorel Petrut, Ozan Yesilyurt, Dennis Bauer and Laura Körtig, Fraunhofer Institute for Manufacturing Engineering and Automation IPA, Stuttgart, Germany</td>
<td>Bareicheva Marina, Viola Larionova, Natalia Stepanova and Yuri Davy, Ural Federal University, Ekaterinburg, Russia</td>
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<td>10:40</td>
<td>CPS-GBL Framework to Evaluate Game Systems Promoting Intrinsically Motivating Complex Problem-Solving Processes</td>
<td>Developing Design Principles for Game-related Design Thinking Activities</td>
<td>Gamifying Classroom Presentations: Evaluating the Effects on Engagement across Demographic Factors</td>
<td>Game-Based Learning into Today’s Workplaces: Who’s Winning?</td>
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<td>Gyurov Dimitar, Carla Fabricatore and Ximena Lopez, University of Huddersfield, UK</td>
<td>Haglej Thorkild, Stine Ejstrup-Duun, Aalborg University, Copenhagen</td>
<td>Siloats Martin, Trirno Jesmin, Mikhail Fiodota and Manisha Khulba, Tallinn University, Estonia</td>
<td>Benson Janet, Learnovate @ Trinity College Dublin, Ireland</td>
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<tr>
<td>11:00</td>
<td>A Dynamic Bonus System to Increase Player Participation in Pervasive Learning Games</td>
<td>Exploring peer mentoring and learning among experts and novices in online game interactions</td>
<td>Games User Research with deaf students: Research Design and First Results</td>
<td>Opportunities for gamified learning in Purchasing and Supply Management education</td>
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<td>Plehn Trygve, Trond Aalberg, Norwegian University of Science and Technology, Trondheim and Kjærand Iversen, Nord University, Norway</td>
<td>Rusk Fredrik, Nord University, Bodø, Norway, Matilda Ståhl, Åbo Akademi University, Vasa, Finland and Kenneth Silseth, University of Oslo, Norway</td>
<td>Costa Conceição and Lilia Marcelino, CICANT - Lusofona University, Lisbon, Portugal</td>
<td>Kelly Stephen, Peter Vangorp, Edge Hill University, Ormskirk, UK, Klaus Stok and Vincent Delke, University of Twente, Netherlands</td>
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<tr>
<td>11:20</td>
<td>Emergent Narratives in Project Based Software Development Education</td>
<td>A reinvented education in Business and Accounting using a GBL approach for Soft Skills</td>
<td>Assessing Barriers in Information Sharing via Serious Games: A Case Study of DIMB</td>
<td>ZUALY: A money management application for people with cognitive impairments</td>
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<td>Recke Moritz Philip and Stefano Perna, University of Naples Federico II, Italy</td>
<td>Bastos Susana, Manuel Silva, Polytechnic Institute of Porto (IPP), Portugal, José Luis Poza-López, Universitat Politècnica de València, Spain and Kai Schleuke, Turku University of Applied Sciences, Finland</td>
<td>Wang Yan, Delft University of Technology and Kenny Meesters, Tilburg University, Netherlands</td>
<td>Adam Helena, Shiruk Abdul Wahed, Jacqueline Kuch, Vanessa Palzer, Bianca Schnalzer and Stefan Hanke, FH Joanneum, Graz, Austria</td>
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<tr>
<td>11:40</td>
<td>Lunch Break</td>
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Room 1
Stream A - School Context
Chair: Will Thomas

Room 2
Stream B - Mini Track on Dialogical Perspectives on Games and Learning
Chair: Thorkild Hanghøj

Room 3
Stream C - Tabletop Games
Chair: Thorsten Kodalle

Room 4
Stream D: Poster Presentations
Chair: Dan Remenyi
5 minute presentations with time for discussion and feedback

12:30
Exploring Institutionalised E-Sport in High School: A Mixed Methods Study of Well-being
Fiskall Aarne, Andreas Lieberoth, and Helge Spindler, Aarhus University, Denmark

12:50
Gamification in a High School Class Improved Motivation and Grades
Forrest Craig, David Moffat, Glasgow Caledonian University, UK and Olga Shabalina, Volograd State Technical University

13:10
Innovation Camp as 21st Century Skill Learning Game in K12 PE Teaching
Elkeb Lars and René Engelhardt Hansen, University of Southern Denmark, Odense, Denmark

13:30
Crying in the Game: An Inductive Analysis of a Game that Portrays Benevolent Sexism
Castagnino Ugolotti Vania, Brusk Jenny, and Henrik Enström, University of Skövde, Sweden

13:50
A Preliminary Study of Students’ Interest for Learning in Digital Games-Based Learning
Lin Yingting, Marc Testini and Laurence Schmoll, University of Strasbourg, France

14:15
Room:
Top games of The 8th International Educational Games Competition present their games to the participants

14:45
 Winners of The 8th International Educational Games Competition, Poster competition and best PhD Paper are presented

15:00
Summary and Close of the Conference - Room 1 will stay open for casual discussions

Posters will be uploaded to the facebook group where we invite participants to view them and comment/discuss their work

Posters with a WIP Paper

Game on! Enhancing tertiary student engagement through co-development of interactive treasure hunts
Sommer Christopher, Vanessa Barbaggero, Bugiaza, Sabrina Abir, Christoph Wollesen, and Karen Ellwanger, University of Oldenburg, Germany

Co-designing the Adaptive myPractice Network Sim for undergraduates
Fornsí Silva, IT University of Copenhagen, Denmark

Are games ready for medical students? Are medical students ready for games?
Sadler Jonathan and Muna Aljawad, Brighton and Sussex Medical School, UK

Evaluating the use of a Serious Game For Chemical Engineering Education
Udeozor Chioma, Newcastle University, UK

Super Mario Maker 2 as a Tool for Educational Game Design
Nardi Ahmed, Akita International University, Akita, Japan and Aline Nardo, ETHZ, Switzerland (WIP, Main) GlB:141

Towards a Theory of Transformational Ethical Gameplay
Gaydos Matthew, Akita International University, Akita, Japan and Aline Nardo, ETHZ, Switzerland (WIP, Main) GlB:141

Zirkus Empathico 2.0 A serious game to foster emotional and collaborative skills in children with Autism
Hassan Ahmed and Niels Pinkwart, Humboldt University Berlin, Germany

A Pedagogical Approach to Teaching Game Programming: Using the PRIMM approach
Law Robert, Glasgow Caledonian University, Glasgow, Scotland, UK

Poster only

Experiencing Project Management and Controlling through a Business Simulation Game
Achinger Carina, David Kronsbeettelhohner, Johanna Anzengruber and Sandra Muehlboeck, University of Applied Sciences Upper Austria, Austria

PlayMINT: Still Playing or Already Leading? Design of a Digital Learning Game to Promote Female STEM Students’ Innovative Work Behaviour and Digital Leadership
Hagerer Ilka, Theresa Treffers, Antonia Hoffmann, Stephan Raier, Isabell Melanie Welpe 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