ECGBL 2021 Pre Conference Workshop
Wednesday 22 September 2021
The University of Brighton, UK

09:00-14:00
Educational Games Development Workshop
Led by: Ton Spil, University of Twente, The Netherlands and Guido Bruinsma, Saxion University for Applied Sciences, The Netherlands

This year at ECGBL we will be running an interactive Educational Games Development Workshop, where we plan to make a game in a day!

We will use the Game of Games, developed at the University of Twente to guide this Game Development Workshop. ([http://gamelab20.nl/gog/overview.html](http://gamelab20.nl/gog/overview.html))

This event will ask participants to work in groups to come up with a pre-prototype design for an educational game – the specification of which will be provided by the organisers.

We will start with a value proposition game leading to bright ideas that we will develop during the day. To focus the ideas we will work with a general theme (to be announced). Behavioural change will be leading our MDA design. By the end of the session we will have created working prototypes that can be demonstrated during the conference. In the early afternoon they will be tested on fun, flow and feedback mechanisms.

The workshop is open to anyone to attend with any level of experience and we expect to have a multi-national group. Numbers will be limited so early registration is recommended. Participants should bring a laptop or tablet with them. No prior experience is required because we aim to have multi-disciplinary groups.

**Workshop Application details**
The workshop will be held on **Wednesday 22 September 2021** at The University of Brighton, UK. The attendance fee for the workshop is £75. To book a place and for more information please email elaine@academic-conferences.org

**Workshop Facilitators**

**Ton Spil** teaches in the area of Business Information Systems for MBA and Management of Risk Management and Business and IT. He did his PhD thesis on the effectiveness of information strategies and after that he specialized in the application area healthcare and professional organizations. He is track chair e-health in main conferences and published on ISI A level. He was (guest) editor of JSIS and associate editor of several health journals. In 2017 his main topics are adoption of IT, business modeling, serious gaming and digital strategies applied on (tele) health, music and banking. He creates digital strategies for (social) media & health.

**Guido Bruinsma** has a background in work and organizational psychology. PhD based on an predictive workflow models of knowledge intensive interdisciplinary team collaboration during emergency response”. Focused on Serious Gaming as vehicle to foster organizational maturity from strategic human resources (HRM) perspective. Employed at Saxion University of Applied Sciences (as assoc. lector in 'digitalization in Human Resource Management') and University of Twente. Teaches, researches and practices serious game design and design based research.