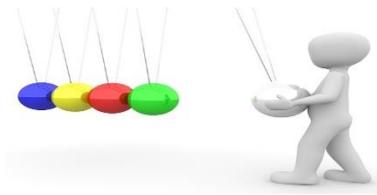


## ECGBL 2022

16th European Conference on Games Based Learning  
6-7 October 2022, Lusófona University, Lisbon Portugal

### Mini Track on Games and Experimentation: Using Games as Experiments.

Mini Track Chair: Dr Ana Rita Farias, Lusófona University, Portugal



Games can be used as experimental forms, giving researchers the tools they need to perform powerful variable changes and operationalizations. Simultaneously, researchers have complete control over their stimulus materials and can design appropriate experimental and control groups, which improves the internal validity and replicability of investigations.

Gamification tools or games themselves allow researchers to investigate a rich set of variables. For example, games require the user to engage in multiple activities, which can invoke a variety of psychological processes, depending on the game design. Individual neurological and psychological processes (e.g., memory encoding, judgment, decision making), as well as mechanisms underlying social abilities (e.g., interpersonal and group cooperation and coordination) can all be identified by using games. Additionally, games are essential stimuli in any research aimed at understanding games and gaming as a phenomenon, evaluating design decisions, and quantifying the consequences of playing or the gaming experience itself, in addition to psychological studies. As a result, games are a great way to look at a variety of issues that are important in several fields, such as psychology, education, design, marketing or behavioral economics.

Because games or gamification tools can be used as experimental forms, the purpose of this topic is to bring together research that employs games or gamification tools as a mode of experimentation looking at the benefits and drawbacks of using games in experimental research. All research papers using games or gamification tools in an experimental environment are recommended.

Suggested topics include but are not limited to:

- experimental studies using games or gamification tools to:
  - variable changes and operationalizations.
  - psychological processes.
  - quantify the consequences of playing and gaming experience related variable.
  - explore educational processes.
  - explore performance indicators.



**Dr Ana Rita Farias** completed her PhD in Psychology in December 2013 from ISCTE-Instituto Universitário de Lisboa (ISCTE-IUL). Currently, she is an Auxiliary Researcher and Invited Assistant Professor at Hei-Lab: Digital Human-Environment Interaction Lab. During her career, Professor Farias has held research positions and visited as a guest researcher both in psychology and in business and economics departments. She began her research career studying social psychology – multimodal perception and situated approach to human cognition. Over the last few years, she has pivoted her research agenda from pure Psychology to Behavioural Economics.

#### Submission details

In the first instance a 300 word abstract is required, to be received by **16 March 2022**. Submissions must be made using the online submission form at

<https://www.academic-conferences.org/conferences/ecgbl/ecgbl-abstract-submissions/>

If you have any questions about this track please email: [ana.rita.farias@ulusofona.pt](mailto:ana.rita.farias@ulusofona.pt)

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