

# ECGBL 2022 Pre Conference Workshop

Saturday 8th October 2022

Lusófona University, Lisbon, Portugal

## 09:00-14:00 Educational Games Development Workshop

Led by: **Ton Spil & Guido Bruinsma & Luuk Collou** University of Twente, 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>)

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 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** With a background in work- and organizational psychology Guido finished his Ph.D. at the University of Twente on a simulation model on the orchestration of complex multi-organization collaborative work. Building on his passion for research methodology, technology and human behavior Guido's research focusses on the development and implementation process of gamebased interventions (serious games) and the development of health, performance, and data driven systems for esports performance enhancement. Guido was one of the founders of the esportslab at the University of Twente and Gamelabboost in the municipality of Enschede. Guido furthermore is involved in several startups and organizations in the field of organizational improvement, applied gaming, and esports.



**Luuk Collou** finalized his PhD in 2020 at the University of Twente during which he developed and tested a simulation model and serious game for strategic human resource management (HRM). Currently Luuk is working as an associate lector for the research group strategic HRM of Saxion University for applied Sciences in Enschede, the Netherlands.

### Workshop Application details

The workshop will be held on **Saturday 8<sup>th</sup> October 2022** at Lusófona University, Lisbon, Portugal. The attendance fee for the workshop is £60. To book a place and for more information please email [elaine@academic-conferences.org](mailto:elaine@academic-conferences.org)

See more about ECGBL at <http://www.academic-conferences.org/conferences/ecgb/>