

<p align="center"><b>16th European Conference on Games Based Learning - ECGBL 2022</b>  <b>6-7 October 2022 Supported by Lusófona University, Lisbon, Portugal</b>  <b>Conference runs to UK timings (GMT+1)</b></p>		
<b>Thursday 6 October 2022</b>		
<b>08:30</b>	<b>Zoom Room 1 opens</b>	
<b>09:00</b>	<b>Zoom Room 1</b> <b>Welcome and Opening of the Conference</b>	
<b>09:15</b>	<b>Keynote presentation: Petros Lameris, Coventry University, UK</b> <b>Designing Serious Games through Research: A Relational Perspective</b>	
<b>10:00</b>	<b>Conference splits into streams</b>	
	<b>Zoom Room 1</b> <b>Stream D - Mini track on Learning by Designing Games</b> <b>Chair: Phil Lopes</b> <b>VIRTUAL</b>	<b>Zoom Room 2</b> <b>Stream E - Mini Track on Measurement &amp; Evaluation for Game-Based Learning</b> <b>Chair: Lily Thompson</b>
<b>10:20</b>	Serious Games as Innovative Formative Assessment Tools for Programming in Higher Education Thomas Hainey, Gavin Baxter, Julie Black, Kenneth Yorke, Julius Bernikas, Natalia Chrzanowska and Fraser McAulay, University of the West of Scotland, Scotland (V)	Development and use of a Playful Learning Observation Tool (PLOT) for Active Game-based Learning in Physical Classroom Situations Muriel Algayres, Olga Timcenko and Evangelia Triantafyllou, Aalborg University, Denmark (V)
<b>10:40</b>	A Serious Game to Teach about Career Pathways in the Games Industry. Gavin Baxter, Thomas Hainey, Ryan McMahon and Alan Williams, University of the West of Scotland, Scotland (V)	Toward a Learning Game on Computational Thinking Driven by Competencies Malak Kanaan, Sébastien Maillos, Mathieu Muratet, LIP6 - Sorbonne Université - INSHEA, Paris, France and Sébastien Jolivet, IUFE - Université de Genève, Switzerland Bertrand Marne and Karim Sehaba, Université Lumière Lyon 2, Lyon, France (V)
<b>11:00</b>	A Reflective Game Design framework for Game-Based Learning Anjuman Shaheen, Frida Halvorsen, and Panagiotis Fotaris, University of Brighton, UK (V)	How to Evaluate Serious Games Concepts? A Systematic Prototyping and Testing Approach Antonia Stagge and Cornelia Schade, Technische Universität Dresden, Germany (V)
<b>11:20</b>	Playful Participatory Mapping: Co-creating Games to Foster Systems Thinking Luca Morini, Yung-Fang Chen, Dominic Mahon, Mark Dawson, Coventry University, UK Arinola Adefila, Staffordshire University, Fitri Mohamad, Jacey Lynn Minoi, Universiti Malaysia Sarawak and Gilson Schwartz, (V)	Ganking the Ranking: The self-reported Learning Potential from a Selection of game Genres to Develop self-directed Learning Byron Bunt and Lance Bunt, North-West University, South Africa (V)
<b>11:40</b>		Players' Reflections on Digital Games as a Medium for Education: Results from a Qualitative Study André Czauderna, TH Köln, Cologne, Germany and Alexandra Budke, University of Cologne, Germany (V)
<b>12:00</b>		Learning Machine Learning with a Game Christoph Lürig, University of Applied Science Trier, Germany (V)
<b>12:20</b>	<b>Lunch Break</b>	<b>Lunch Break</b>
	<b>Zoom Room 1</b> <b>Stream D - GBL Issues</b> <b>Chair Gavin Baxter</b>	<b>Zoom Room 2</b> <b>Stream E - GBL Issues</b> <b>Chair : Thomas Hainey</b>
<b>13:20</b>	Provocative Games to Encourage Critical Reflection Daisy Abbott, Olga Chatzifoti and Sandy Louchart, The Glasgow School of Art, UK (V)	Who Stole the Book of Kells? Description and Player Evaluation of a Cryptography Game for Primary School Students Mariana Rocha, André Almo and Pierpaolo Dondio, Technological University Dublin, Ireland (V)
<b>13:40</b>	Gamification in Cybersecurity Education; the RAD-SIM Framework for Effective Learning Lily Thompson, Nicholas Melendez, Justin Hempson-Jones and Francesca Salvi, Social Machines Ltd., UK (V)	Hack the Map-Escaping your Destiny Through Rigas' Charta Kostas Diamantis, Vasiliki Gerontopoulou and Vasiliki Gerontopoulou, Onassis Library/Foundation and Maria Pazarli, General State Archives of Greece-Cartographic Heritage Archives, Greece (V)
<b>14:00</b>	Board Game: An Effective Way for Novice Trainees to Learn Incident Command System Wei-Kuo Chou, National Taiwan University Hospital, Taipei, Taiwan (V)	Creating an Escape Room for Cultural Mediation: Insights from "The Archivist's Dream" Nikolaus Koenig, Natalie Denk, Simon Wimmer and Hanna Prandstaetter, University for Continuing Education Krems, Austria (V)
<b>14:20</b>	The Postcolonial Turn in Commercial Historical Board Wargames Maurice Suckling, Rensselaer Polytechnic Institute, Troy, USA (Presentation Only, MT Board games) GBL-128 (V)	Refurbishing the Educational Escape Room for Programming: Lowering the Threshold and Raising the Ceiling Niklas Humble and Peter Mozelius, Mid Sweden University, Sweden (V)
<b>14:40</b>	Integrating the 4cs into Creating Games by Visual Programming and Project Based Learning Vasiliki Choleva, National and Kapodistrian University of Athens, Athens, Stelios Stagakis, Kingston University London, Eutuxia Choleva, University of the Aegean and Charalampos Patrikakis, University of West Attica, Greece	Enhancing Information Security Awareness Programs Through Collaborative Learning Adam Filippidis and Thomas Lagkas, International Hellenic University, Greece (V)
<b>15:00</b>	Everyone's Flag: Capture the Flag Gamification for Engaging Vulnerable Populations in K-12 STEM Joshua Streiff, Tatiana Ringenberg, Jayati Dev and L.Jean Camp, Indiana University, USA (Presentation Only) (V)	SynErGame: Gamified Knowledge Building on Synchronizing Energy Supply and Energy Demand Dennis Bauer, Sara Gail, Lena Hitzenberger, Can Kaymakci, Alexander Sauer, Fraunhofer IPA, Stuttgart, Germany, Laura Körting and Benjamin Körting, LAB132 GmbH, Ostfildern, Germany (V)
<b>15:20</b>	<b>Break</b>	<b>Break</b>
	<b>Zoom Room 1</b> <b>Stream D - Design</b> <b>Chair : Luca Morini</b>	
<b>15:40</b>	Game-based Learning. A tool that Enhances the Collaborative Work: A Case study of Undergraduate Students Rodrigo Urcid Puga, Tecnológico de Monterrey, Puebla, México (V)	
<b>16:00</b>	Learning by Co-Designing Environmental (In)Justice Games Nancy Sardone, Georgian Court University, Lakewood, New Jersey, USA(V)	
<b>16:20</b>	Eco Tetris: A Serious Game on Sustainability Paula Escudeiro, Nuno Escudeiro and Márcia Gouveia, ISEP/GILT (Games Interaction & Learning Technologies), Instituto Superior de Engenharia do Porto, Portugal (V)	
<b>16:40</b>	Gamification: Serious Games to Promote Multicultural Attributes at PrepaTec Morelia HighSchool Ariette Audiffred Hinojosa, ITESM Instituto Tecnológico y de Estudios Superiores de Monterrey, Morelia, México (Presentation Only) (V)	
<b>17:00</b>	<b>Close of Conference Day</b>	<b>Close of Conference Day</b>

	<b>Friday 7 October 2022</b>	
09:00	<b>Auditorium and Zoom Room 1</b> <b>Opening Messages</b>	
09:05	<b>Keynote Address: Patrícia Gouveia, Lisbon University Fine Arts Faculty - ITI/LARSys * FBAUL, Portugal</b> <b>Eco-Gaming: How Feminism and Play are Key to Changing the World</b>	
09:50	<b>Introduction to ECGBL 2023</b>	
10:00	<b>Refreshments, poster presentations and presentation of games to participants in Lisbon</b> <b>Break for Virtual Participants</b>	
11:00	<b>Conference splits into streams</b>	
	<b>Zoom Room 1</b> <b>Stream D - Game Design</b> <b>Chair -</b> <b>VIRTUAL</b>	<b>Zoom Room 2</b> <b>Stream E - Ethics and Work Centred Games</b> <b>Chair - Stefan Goebel</b> <b>VIRTUAL</b>
11:10	The Final Boss: An RPG Course Design at New York University Shanghai Kelly <b>Donovan</b> , New York University Shanghai, China (Presentation Only) (V)	The Burden of Choice: Using Games to Teach Ethics as a Skill Joan <b>Casas-Roma</b> , Universitat Oberta de Catalunya, Barcelona, Spain (V)
11:30	How to get the Girls Gaming: A Literature Study on Inclusive Design Peter <b>Mozelius</b> , Niklas <b>Humble</b> , Lisa <b>Sällvinand</b> and Lena-Maria <b>Öberg</b> , Mid Sweden University, Sweden Rasmus Pechuel, Ingenious Knowledge, Germany and Baltasar Fernández -Manjón, Universidad Complutense de Madrid, Spain (V)	Finding Appropriate Serious Games in Vocational Education and Training: A Conceptual Approach Elisabeth <b>Rotter</b> , Philipp <b>Achenbach</b> , Birgit <b>Ziegler</b> and Stefan <b>Goebel</b> , Technical University of Darmstadt, Germany (V)
11:50	Game Designers' Perspectives: Interception between Games and Educational Games Design Mifrah <b>Ahmad</b> , Deakin University, Melbourne, Australia (V)	Learning to Escape or Escaping to Have Fun? Do Educational Escape Rooms Positively Impact Students' Performance in Business Higher Education? Christiane <b>Molina</b> , Nelly <b>Ramírez-Vásquez</b> and Rocío Elizabeth <b>Cortez Márquez</b> , Tecnológico de Monterrey, Mexico (V)
12:10	University Students' Video Gaming: Reasons, Preferences and Behavioural Effects Kian <b>Millamena</b> , Hong Kong Disneyland, Nicolei <b>Panlilio</b> , KG Group Education, Alvin <b>Kwan</b> , The University of Hong Kong, Hong Kong (V)	
12:30	<b>Lunch Break</b>	<b>Lunch Break</b>
	<b>Zoom Room 1</b> <b>Stream D - Mini track on Frugal and Playful Learning</b> <b>Chair: Dominic Mahon</b> <b>VIRTUAL</b>	<b>Zoom Room 2</b> <b>Stream E - VR and Engagement</b> <b>Chair - Niklas Humble</b> <b>VIRTUAL</b>
13:30	The Effectiveness of Augmented Reality Media for Teaching Early-Primary Students Muhibuddin <b>Fadhli</b> , Universitas Negeri Malang, Indonesia, Deka Dyah <b>Utami</b> , Universitas Sebelas Maret, Rochmat Aldy <b>Purnomo</b> , Universitas Muhammadiyah Ponorogo and Betaria Nur Ari Eka <b>Hastuti</b> , Universitas Sebelas Maret, Indonesia Dominic <b>Mahon</b> and Alex <b>Masters</b> , Coventry University, UK(V)	Nursing XR: A VR Application to Teach Decision Making to Student Nurses Marco <b>Gilardi</b> , Stephen <b>Honnan</b> , Laura <b>Sheerman</b> and Audrey <b>Cund</b> , University of the West of Scotland, Paisley, Susan <b>Rae</b> , Glasgow Caledonian University, UK (V)
13:50	Gamification of Strategic Thinking: Using a Board Game on Steam Thorsten <b>Kodalle</b> , Führungsakademie der Bundeswehr, Hövelhof, Germany (V)	Comparing the Student Engagement with Two Versions of a Game-based Learning Tool Zakia <b>Arif</b> , Nafisul <b>Kiron</b> and Julita <b>Vassileva</b> , University of Saskatchewan, Canada (V)
14:10	Fighting Against Fake News Using the Card Game "Follow me" Vajk <b>Pomichal</b> and Andrej <b>Trnka</b> , University of Ss. Cyril and Methodius in Trnava, Slovakia (V)	Case Study on VR Empathy Game: Challenges with VR Games Development for Emotional Interactions with the VR Characters Ekaterina <b>Muravevskaia</b> and Christina <b>Gardner-McCune</b> , University of Florida, USA (V)
14:30	<b>Auditorium and Zoom Room 1</b> <b>Top games of The 10th International Educational Games Competition present their games to the participants</b>	
15:00	<b>Winners of The 10th International Educational Games Competition, Poster competition and best PhD Paper are presented</b>	
15:15	<b>Summary and Close of the Conference</b>	