**ECGBL Biographies**

Just put what is known in format suggested under conference chair

**Conference Chair**

**Lars Elbæk** is an Associate Professor at the Department of Sports Science and Clinical Biomechanics and the University of Southern Denmark and coordinator of the Sports Science Innovation and entrepreneurship program. He has worked with business innovation in the project "Play and Learning - Kids'n Tweens Lifestyle". He has through projects and through his Ph.D. training in-depth knowledge and experiences of doing interaction design and design research in sports, adapted physical activity, play approaches and pervasive computing. That in collaboration with both NGO’s, public institutions and private companies and thereby experience in working in participatory innovative processes with external partners.

Lars profile at SDU: <http://www.sdu.dk/ansat/lelbaek>

**Programme Co- Chairs**

**Gunver Majgaard (PhD)** is Associate Professor at Embodied Systems for Robotics and Learning, Mærsk Mc-Kinney, University of Southern Denmark. She holds PhD in Robotics and Learning processes, which focused on design of educational tools and learning processes. The research focused on usage of physical-digital media and children as co-designers. Her research interests are technology in emerging technologies such as Mixed Reality; design of digital educational tools; game-based learning; participatory design processes; learning processes; didactical design; program and curriculum development. She has developed the engineering program Learning and Experience Technology.

Full publication list: www.sdu.dk/ansat/gum.aspx

**Andrea Valente** is Associate Professor and have a background in computer graphics from Torino University in Italy, and I worked with formal languages, code mobility and object-oriented type systems (during the PhD). I like mixing these subjects and this is why I am currently researching on educational tools for teaching Computer Science and other abstract concepts as early as elementary schools (e.g. the c-cards project and paper Turing machines). One of the goals of this research is to have simple toys (tangibles) that can be used to visualize and concretely operate with theoretical concepts like information or computation. Other areas of interest are e-learning especially in children education, real-time web systems and social media, formal methods and software engineering.

**Md. Saifuddin Khalid** is an Associate Professor in digital design and movement at University of Southern Denmark. He also works at the department of digitalization of Copenhagen Business School as an external lecturer. With a background in the fields of computer science (BSc & MSc), business informatics (BSc), human-centered communication and informatics (PhD), Khalid works on IT systems' development, integration, and adoption processes. His research contributes in the multi-disciplinary fields of interaction design, service design, educational technology, diffusion research, health informatics, and sports science. He received best teacher award 2016 at the Faculty of Humanities, Aalborg University, Denmark.

Khalids profile at SDU: <http://www.sdu.dk/ansat/skhalid>

**Keynote 1**

**Keynote 2**

**Executive committee**

**Mini-track Chairs**

**Workshop Leader**