

ECGBL 2025 Pre-Conference Workshop

Wednesday 1 October 2025

Nord University, Levanger, Norway

09:00-14:00 Educational Games Development Workshop

Led by: **Guido Bruinsma** 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 Application details

The workshop will be held on **Wednesday 1st October 2025** at *Nord University, Levanger, Norway*. The attendance fee for the workshop is £60. To book a place please go to: <https://www.academic-conferences.org/conferences/ecgbl/ecgbl-registration/> and for more information please email elaine@academic-conferences.org

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

Workshop Facilitator



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.