Tentative Program

International Workshop on Serious Games

November 7, 2014
Orlando, Florida

9:00 h Opening Remarks (Stefan Göbel, TU Darmstadt, Germany)

9:30 h Invited Talk
The Five Most Important Research Issues in Effective Game Design (from a Behavioral Scientist's Perspective) (Thomas Baranowski, Baylor College of Medicine, Houston, Texas, USA)

10:30 h --- coffee break ---

11:00 h Paper Session 1: Serious Game Development
11:00 h Serious Games Development as a Vehicle for Teaching, Entertainment Technology and Interdisciplinary Teamwork: Perspectives and Pitfalls (Ralf Dörner, Ulrike Spierling, Hochschule Rhein-Main, Wiesbaden, Germany)
11:15 h Matching Game Mechanics and Human Computation Tasks in Games with a Purpose (Luca Galli, Polytechnico di Milano, Italy)
11:30 h A Method for Simulating Players in a Collaborative Multiplayer Serious Game (Viktor Wendel, Johannes Alef, Stefan Göbel, Ralf Steinmetz, TU Darmstadt, Germany)
11:45 h Learning Analytics and Serious Games: Trends and Considerations (Laila Shoukry, Stefan Göbel, Ralf Steinmetz, TU Darmstadt, Germany)

12:00 h Discussion

12:30 h --- lunch break ---

13:30 h Paper Session 2: Serious Games in Health
13:30 h A Natural and Immersive Virtual Interface for the Surgical Safety Checklist Training (Andrea Ferracani, Daniele Pezzatini, Alberto Del Bimbo, Università degli Studi di Firenze, Italy)
13:45 h Serious Games in Neurorehabilitation – A Review of Recent Evidence (Josef Wiemeyer, TU Darmstadt, Germany)
14:00 h  Serious Game Development: Case Study of the 2013 CDC Games For Health Game Jam (Jon Preston, Southern Polytechnic State University, Marietta, Georgia, USA)

14:15 h  Discussion

14:45 h  --- coffee break ---

15:15 h  Paper Session 3: Serious Games in Education, Training and Culture

15:15 h  Lessons Learned from Testing a Children’s Educational Game through Web Deployment (Michael Christel, Scott Stevens, Bryan Maher, Matthew Champer, Samantha Collier, Ricardo Merchán Benavides, Carnegie Mellon University, Pittsburgh, Pennsylvania, USA)

15:30 h  Games for Cultural Awareness (Jennifer Bohn, Maximilian Eibl, Arne Berger and Stefanie Müller, TU Chemnitz, Germany)

15:45 h  What makes a game challenging? - An Approach to Quantify the Challenge of an Exergame for Balance Training (Sandro Hardy, Angelika Kern, Tim Dutz, Christoph Weber, Stefan Göbel, Ralf Steinmetz, TU Darmstadt, Germany)

16:00 h  Discussion

16:30 h  Closing Remarks

16:45 h  --- workshop ends ---

All speakers are strongly encouraged to bring their games to the workshop and demonstrate them during the breaks.