

GSGS'17 program (1/2)

Day#1

Friday June 30, 2017

Café/croissant, proceedings&program

8h15 - 8h35

8h40 - 9h05

Welcoming & intro speech, executive committee members - in the auditorium

in the hall

9h10 - 9h13

Session #1

Health session chair introduction

Vera Bustomante, **CHUV**

9h15 - 9h28

Health

1 "Touchless medical images interaction in surgery"

Thomas Strgar, **hepia**, hes-so

9h30 - 9h43

2 "Aristotle was right: an app for learning while moving"

Bastien Presset, **UniL**

9h45 - 9h58



3 "MindMotion GO"

Sylvain Cardin, **Mindmaze**

10h00 - 10h13

4 "Designing and utilizing biofeedback games for emotion regulation: The case of Nevermind"

Adam Lobel, **UniGE**, SCAS

10h15 - 10h40

Roundtable #1

All health & training sessions speakers and chairs

"Impact of the serious games' technologies on gamer's health"

10h40 - 10h55

Break & demo focus

Demos in parallel

10h55 - 10h58

Session #2

Training session chair introduction

Sandy Ingram, **heia-fr**, hes-so

11h00 - 11h13

Training

5 "A first step towards SG for MSD prevention – Focus on environment transitions"

Maria Sisto, **HE-Arc**, hes-so

11h15 - 11h28



6 "Collaborative Gamebooks for education & training"

Willi Bernhard, **SDUAS**, FFHS

11h30 - 11h43

7 "Plunder Planet – A dynamically adaptive Fitness Game Environment for Children and Young Adolescents"

Anna Lisa Martin-Niedecken, **ZHdK**

11h45 - 11h58

8 "Ensuring Self-Haptic Consistency for Immersive Amplified Embodiment"

Sidney Bovet, **EPFL**

12h00 - 12h25

Roundtable #2 :

All health & training sessions speakers and chairs

"Gamification in employee training: a nice-to-have or much more?"

12h25 - 13h30

Lunch break & general demo

13h30 - 14h10

Invited interactive talk #1: **"From Educational Revolution to Niche Market; barriers between games and formal education"**

BJÖRN BERG MARKLUND, University of Skövde - Game-based learning expert

14h10 - 14h13

Session #3

Business E. session chair introduction

Shaban Shaame, **EverdreamSoft**

14h15 - 14h28

Business E.

9 **Deadline**

Valérie Pierrehumbert, **HEAD**

14h30 - 14h43



10 **Gamification to battle the Crisis of Engagement**

Joris Beerda, **the Octalysis Group**

14h45 - 14h58

11 **How to build up a game studio around an educational game prototype**

Philomena Schwab, **Stray Fawn Studio**

15h00 - 15h13

12 **Case studies: from analysis of customer needs to solutions in the serious game**

Olivier Reutenauer, **Digital Kingdom**

15h15 - 15h40

roundtable #3

All business & social sessions speakers and chairs

"Hybrid – VIRTUAL & PHYSICAL – games"

15h40 - 16h05

Break & demo focus

Demos in parallel

16h05 - 16h08

Session #4

Social session chair introduction

Jean-Pierre Tabin, **eesp**, hes-so

16h10 - 16h23

Social

13 **StoriaBox – Gamification to Serious Game, the way to go ?**

Francesco Termine, **HEG-Arc**, hes-so

16h25 - 16h38

14 **A mobile serious game fostering healthy eating habits**

Stefano Carrino, **HE-Arc**, hes-so

16h40 - 16h53



15 **Datak : Months of investigation in a Serious Game to raise awareness of the implications of Big Data**

Julien Schekter, **RTS**

16h55 - 17h08

16 **Creating pedagogical scenarios to integer video games into the education**

Quinche Florence, **HEP-Vd**

17h10 - 17h35

Roundtable #4:

All business & social sessions speakers & chairs

"The effects of serious games on social change"

17h35 - 18h00

End of day #1: summary & important informations

+ Picture of the conference: all committee members, chairs, organizers, speakers & demo participants

18h30 ~ 24h00

Social event: GSGS'17 official toast & cocktail @ the official VIP site - ONLY FOR SPEAKERS, CHAIRS, and STAFF members

GSGS'17 program (2/2)

Saturday July 1, 2017

Day#2

8h15 - 8h35	<i>Café/croissant, proceedings&program</i>		
8h40 - 9h20	Invited interactive talk #2: "RAGE: Advanced technology and know-how for Serious Games studios" RUBÉN RIESTRA , Gloomymood - BiP media - Sanuk Games		
9h25 - 9h28	Session #5 Student 	Student session chair introduction Stefano Carrino, HE-Arc, hes-so	
9h30 - 9h43		17 <i>Penultimo</i>	Jessica Friedling, HEAD
9h45 - 9h58		18 <i>Massive, a game of four forces</i>	Patrick Arthur Donaldson, HEAD
10h00 - 10h13		19 <i>Serious games to practice conceptualization and object conception with children</i>	Stéphane Gobron, HE-Arc , hes-so
10h15 - 10h28		20 <i>Rehabilitation by mirror therapy through virtual reality games in symbiosis with a robotic device</i>	Gaétan Séchaud, LHS & EPFL
10h30 - 10h55	Roundtable #5: "Gamification & SGs - Role & impact on Swiss Universities"		All special student & education sessions speakers & chairs
10h55 - 11h10	<i>Break & demo focus</i>		
11h10 - 11h13	Session #6 Education 	Education session chair introduction Florence Quinche, HEP-Vd	
11h15 - 11h28		21 <i>Adventures-mat, a new concept of serious game using Augmented Reality</i>	Antoine Widmer, HEVS , hes-so
11h30 - 11h43		22 <i>Decodoku: Gaming for Science</i>	James Wootton, Basel University
11h45 - 11h58		23 <i>Motivated to learn algebra in a serious game ?</i>	Denise Sutter Widmer, UniGE
12h00 - 12h13		24 <i>Les motivations des enseignants à intégrer les jeux vidéo en classe.</i>	Ludovic Favre, HEP-Vd
12h15 - 12h40	Roundtable #6: "How can SGs contribute to renew educational approaches?"		All special student & education sessions speakers & chairs
12h40 - 13h45	<i>Lunch break & general demo</i>		
13h45 - 14h25	Invited interactive talk #3: "Science and video game, hand in hand" PIERRE BRATSCHI , UniGE - the EVE project		
14h25 - 14h28	Session #7 Pol. & Eco. 	Politics, Ecology & Economy session chair introduction Philomena Schwab, Stray Fawn Studio	
14h30 - 14h43		25 <i>Forest Defenders: Have fun while fighting deforestation</i>	Andres Perez-Uribe, HEIG-VD , hes-so
14h45 - 14h58		26 <i>Smart2fry : a double eco-project</i>	Gérald Chambon, Alpsens Technologies
15h00 - 15h13		27 <i>From the students contests to efficient R&D to create innovation</i>	Vincent Bourquin, HEIA-FR , hes-so
15h15 - 15h40	Roundtable #7 "Ethics and paying the bills "		All ECO. & Art and cultural inheritance speakers & chairs
15h40 - 16h05	<i>Break & demo focus</i>		
16h05 - 16h08	Session #8 Art & Cult. 	Art & Cultural Inheritance session chair introduction Gordan Savicic, HEAD	
16h10 - 16h23		28 <i>Discovering the history of Saint Ursanne</i>	Christophe Bolinhas, HE-Arc , hes-so
16h25 - 16h38		29 <i>Design Challenges of the Serious Urban Game "Stair Quest: Free the Spirit Dragon!"</i>	Mela Kocher, ZHdK
16h40 - 16h53		30 <i>DART 17</i>	Michelle Widmer, DART 17
16h55 - 17h08		31 <i>Création d'un jeu vidéo pour enseigner l'histoire</i>	Rémi Schaffter, HEP-VD
17h10 - 17h35	Roundtable #8 "How do we interact with data-driven places and stories?"		All ECO. & Art and cultural inheritance speakers & chairs
17h35	- Awards: Best students contribution, Best original idea, Best demo - Conference take-home messages		
18h00	<i>End of day #2</i>		

Demos in parallel

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