

## DAY 1

7h45–8h15 Café-croissant, Proceedings &amp; Program

8h15–8h30 Welcoming &amp; Intro speech



## HEALTH &amp; SILVER TECHNO

CHAIR: VERA BUSTAMANTE | CHUV | LAUSANNE

- 8h35–8h50** **1** Development of an early intervention to prevent posttraumatic stress symptoms  
Antje Horsch | IUFRS, UNIL | Lausanne
- 8h50–9h05** **2** First steps towards a virtual coach within a SG to prevent MSD  
Christophe Bolinhas | He-Arc, HES-SO | Neuchâtel
- 9h05–9h20** **3** IMPACT - A Serious Game in Virtual and Augmented Reality to Enhance Mirror Therapy  
Francesco Carrino | HumanTech Institute, HEIA-FR, HES-SO | Fribourg
- 9h20–9h35** **4** Aristotle. Move & learn  
Kevin Rosianu | WhyMove | Neuchâtel
- 9h35–9h50** **5** Introduction to cardiopulmonary resuscitation in virtual reality (VR) actions that save  
Vincent Lemaire | Be! Rescuer | La Verrière
- 9h50–10h05** **6** Virtual Reality puzzle game for Musculoskeletal disorders prevention  
Maria Sisto | He-Arc, HES-SO | Neuchâtel

10h05–10h30 Break &amp; demo focus #1



## ARCHITECTURE &amp; URBANISM

CHAIR: PATRICK SALAMIN | LOGITECH | LAUSANNE

- 10h35–10h50** **7** A Serious Game in Mixed Reality Toward Urban Network Development  
Raphael Chevail | Newis | Neuchâtel
- 10h50–11h05** **8** Social Power App: encouraging energy saving behaviour through play, learning and social interaction  
Vanessa De Luca | Laboratory of Visual Culture, SUPSI | Canobbio
- 11h05–11h20** **9** Vistom, virtual studios, tools and methods  
Tobias Koppeler | Institute HyperWerk FHNW HGK | Basel
- 11h20–10h35** **10** Gamified-ED3D project  
Pierre-Nicolas Carron | CHUV | Lausanne
- 11h40–12h20** **roundtable** Gamification and Serious Game for smart urbanism  
All architecture & urbanism sessions speakers and chairs

12h20–13h30 Lunch break &amp; general demo

13h30–14h10 Special demo session



## ECONOMY & ECOLOGY

CHAIR: BRUNO HERBELIN | EPFL | LAUSANNE

- 14h15–14h30** **11** Save the Water! Serious Game for Water Management of Chinese Farmers  
Mela Kocher | ZHdK | Zurich
- 14h30–14h45** **12** Augmented Reality for Context Gamification: Escape Rooms as examples  
Yassin Aziz Rekik | Hepia, HES-SO | Geneva
- 14h45–15h00** **13** Gamification in Tourism, an analysis of needs and expectations  
Antoine Widmer | HEVS, HES-SO | Sierre
- 15h00–15h15** **14** Career Counseling Interventions with Video Game Players  
Shékina Rochat | Vaud State Office of Career Counseling | Lausanne
- 15h15–15h30** **15** Pearl Arbor, a Serious Game for Anthropocene Awareness  
Antoine Widmer | HEVS, HES-SO | Sierre

15h30–16h00 Break & demo focus #2

- 16h00–16h40** **roundtable** Gamification and Serious Game for fair economy  
All economy & ecology sessions speakers and chairs

**16h50–17h30** **SPECIAL GUEST** VINCENT BOURQUIN | HEIA-FR, HES-SO | FRIBOURG  
Gordon Bennett gas balloon 2D and 3D-Game

17h30–18h00 End of day #1: summary & important informations



## DAY 2

8h00–8h25 Café-croissant, Proceedings &amp; Program



## EDUCATION &amp; TRAINING

CHAIR: DRAGICA KAHLINA | HSLU-INFORMATIK | ROTKREUZ

- 8h35–8h50** **16** Les Chroniques d'Ana  
Megann Stephan | HEAD, HES-SO | Geneva
- 8h50–9h05** **17** ArcheoGame – A Serious Game in the field of Archeology  
Ludivine Marquis | Nouveau Musée Bienne | Bienne
- 9h05–9h20** **18** HapticBikeTraining Project  
Frédéric Fischer | Académie de Meuron | Neuchâtel
- 9h20–9h35** **19** Adapting to typing in VR with a Serious Game  
Sidney Bovet | Logitech | Lausanne
- 9h35–9h50** **20** How to create a video game on paper during workshop dedicated to videoludic expression?  
Ivan Gulizia | HEAD, HES-SO | Geneva
- 9h50–10h05** **21** Serious visual novel game in history class: what learning?  
Gregory Vauthier | HEP-VD | Lausanne

10h05–10h30 Break &amp; demo focus #3

- 10h30–11h10** **roundtable** Gamification and Serious Game for continuing education  
All education & training session speakers and chair

11h20–12h00 **SPECIAL GUEST** FRÉDÉRIC THYS | GRAND HOPITAL DE CHARLEROI | CHARLEROIVirtual reality, gamification and serious games:  
missing link in learning emergency medicine?

12h00–13h30 Lunch break &amp; general demo



**SOCIAL & POLITICS****CHAIR: MELA KOCHER | ZHDK | ZÜRICH**

- 13h35–13h50** **22** A game to prevent racism against Rroma people  
Florence Quinche | HEP-VD | Lausanne
- 13h50–14h05** **23** Optimized Talk: what future for digital personal assistants in the communication field?  
Mathilde Buenerd | HEAD, HES-SO | Geneva
- 14h05–14h20** **24** Bringing people in retirement homes together with computer games  
Bettina Wegenast | Fabelfabrik GmbH | Bern
- 14h20–14h35** **25** Learning from the reality: InLife game-based scenarios for sustainable and inclusive behaviours  
Vanessa De Luca | Laboratory of Visual Culture, SUPSI | Canobbio
- 14h35–14h50** **26** Bayhem – An off-the-wall look at games with purpose  
Tabea Iseli | stardust.ch | Zürich

**14h50–15h20** Break & demo focus #4

- 15h20–16h00** **roundtable** Gamification and Serious Game for social change  
All social & politics session speakers and chair

- 16h10–16h50** **SPECIAL GUEST** ARIANE WUNDERLI | SÉRIEUSEMENT LUDIQUE | ST-LÉGIER  
LEGO® SERIOUS PLAY® - Play with a purpose

**16h50–17h30** Break**17h30–18h00** Reward & conference conclusions**18h00–21h00** Social event: GSGS'18 official toast & cocktail @ the official VIP site