

GSGS'19

Day#1			Thursday July 4, 2019		
08h00 - 08h30			Café/croissant - Proceedings & program		
08h30 - 9h00			Welcoming & intro speech		
Session 1	Health I		Frédéric Ehrlér		
	09h05 - 09h17	1	Escape addict	Claire-Lise Favre	
	09h20 - 09h32	2	Virtual Reality Bus Simulator for Young Adults with Intellectual Disabilities	Francesco Carrino	
	09h35 - 09h47	3	ANI: How to turn a muscle into a motivating character	Sebastian Imbach	
	09h50 - 10h02	4	Shadow's Edge - Building Resilience through Mobile Gaming	Kevyn Eva Norton	
10h05 - 10h30			break		
Session 2	Art, Culture and Tourism		Frédéric Fischer		
	10h35 - 10h47	5	PfuQs	MéliSSa Monnier	
	10h50 - 11h02	6	games@museums - immersive game design for the museum context	Mela Kocher	
	11h05 - 11h17	7	YAPASPHOTO : Promoting regional public transport and tourism with a board game	Johan Jaquet	
	11h20 - 11h32	8	St-Ursanne. Circuit Secret	Maria Sisto	
11h35 - 12h00			break		
12h00 - 12h50			Key Note 1		Joris Beerda
			"Volkswagen's Gamified Loyalty Program"		
12h50 - 14h10			lunch break & general demo		
14h10 - 15h00			Key Note 2		Björn Berg Marklund
			"Working with Serious Games: Surviving between Unstoppable Forces and Immovable Objects"		
Session 3	Economy, Business and Politics		Sylvain Weber		
	15h05 - 15h17	9	A Game Teaching Population Based Optimization using Teaching Learning Based Optimization	Ela Pustulka	
	15h20 - 15h32	10	Gamifying to empower citizens in environmental decision-making	Alice H. Aubert	
	15h35 - 15h47	11	Discover the world of BFM through role-playing games	Marikit Taylor	
	15h50 - 16h02	12	Knitting the chaussethic: to promote ethical reflection and team communication	Sylvie Chatelain	
16h05 - 16h17	13	COMM'IMPRO; teaching techniques. concepts and tips to increase your oral presentation skills	Cyrille Ghiste		
16h20 - 16h40			break		
16h40 - 17h40			Round Table		
			"Actual financment and deployment of Serious Games and Gamified Apps"		
17h45 - 18h00			Conclusions of Day #1 & Important informations		
Day#2			Friday July 5, 2019		
08h30 - 09h00			Café/croissant - Proceedings & program		
Session 4	Students		JeanPhilippe Sangaré		
	09h05 - 09h17	14	UCLOE	Megann Stephan	
	09h20 - 09h32	15	Co-design of a serious game for computing education	Maud Plumettaz-Sieber	
	09h35 - 09h47	16	Unresolved	Ghofran Akil	
	09h50 - 10h02	17	Museum Tales: A Journey into the Dutch Golden Age	Sophie Walker	
10h05 - 10h30			break		
Session 5	Health II		Pierre-Nicolas Carron		
	10h35 - 10h47	18	FunSpeech: promoting speech production in young children with hearing disabilities	Florent Gluck	
	10h50 - 11h02	19	Prototyping a Virtual Reality Game to Support Breathing Exercises for Treatment of Cystic Fibrosis	Richard Wetzel	
	11h05 - 11h17	20	Gamification to improve adherence of home-based activities offered on a tablet to seniors	Sylvain Cardin	
	11h20 - 11h32	21	Breathing Games – A free/libre/open source initiative to create open content on respiratory health	Nicolas Wenk	
11h35 - 12h00			break		
12h00 - 12h50			Key Notes 3		Mattia Thibault
			"ReClaim – critical design and punk gamification in the urban environment"		
12h50 - 14h10			lunch break & general demo		
14h10 - 15h00			Key Note 4		Stefan Göbel
			"SG4Mobility – Serious Games and Gamification Principles for Environment-friendly Mobility Behavior"		
Session 6	Education and Training		Nathalie Junod		
	15h05 - 15h17	22	Playmobil® toys in nursing Bachelor. the best way to encourage integrative learning: Amazing ?	Dominique TRUCHOT-CARDOT	
	15h20 - 15h32	23	Media Serious Game - a serious game as an introduction to HES studies	Dominique Jaccard	
	15h35 - 15h47	24	PANTHEON: major historical figures summarized into small & fun to play cards for children	Benoît Le Callennec	
	15h50 - 16h02	25	MRI and I: How I am learning to design games for a Magnetic Resonance Imaging Machine	Phil Lopes	
16h05 - 16h17	26	Guidelines for an iterative workflow between researchers and game developers	Ralf Mauerhofer		
16h20 - 16h55			break // GSSG'19 jury scoring for trophee attributions		
17h00 - 17h30			Reward & conference conclusions		
18h30 - 00h00			GSGS'19 Social Event		
			GSGS'19 official toast & cocktail @ the official VIP site -- for speakers, chairs, and staff members		

Demo slot #1

Demo slot #2

Demo slot #3

Demo slot #4

End of demos