

GSGS'20 Program

Papers

Thursday 24 sept		Education & Learning :			
16:00 - 16:07	Natalia Lara	Nieto-Márquez	Analysis of the 20 most played educational games in an intelligent learning platform for children	Universidad Camilo José Cela, Smile and Learn Digital Creations	Spain
16:10 - 16:17	Izabella	Jedel	Don't be boring: The case of a gamified Google Classroom	Insert Coin	Sweden
16:20 - 16:27	Fantin	Reichler	Playful learning and information literacy: the changes of an academic library	Bibliothèque - Faculté des Lettres et Sciences Humaines	Switzerland
16:30 - 16:37	Michael	Kickmeier-Rust	Assessment and Personalization in Learning Games	Pädagogische Hochschule St. Gallen	Switzerland
16:45 - 17:30	Round table <i>Gamified learning needs competition, fun and social interactions. Right? But is it effective?</i>				

Thursday 01 oct		Health Staff-oriented :			
16:00 - 16:07	Stéphane	Gobron	Object hunt for speech therapy	HE-Arc	Switzerland
16:10 - 16:17	Fiorentino	Assunta	Creation of a serious game exploring decision making by triage nurses in a stressful environment	La Source	Switzerland
16:20 - 16:27	Sylvia	Gonzalez	A serious game End of Life to develop relationship skills for healthcare professionals	HE-Arc	Switzerland
16:30 - 17:15	Round table <i>Simulation is the key in healthcare oriented games. Right? But are actual games really meeting the challenge of human emotions?</i>				

Thursday 08 oct		Personal & Professional Training :			
16:00 - 16:07	Maria	Sisto	iManuVisu: A visualization and gamification system for mechanical maintenance manual	HE-Arc	Switzerland
16:10 - 16:17	Axel	Collet	Making a digital manual of a manufacturing operation more fun thanks to augmented reality	HEPIA	Switzerland
16:20 - 16:27	Stefano	Carrino	Virtual guitar teacher: Engaging guitar learners with artificial intelligence and gamification	HE-ARC	Switzerland
16:30 - 17:15	Round table <i>Simulations can prevent risks. Right? But should those simulations really be games or playful if lives or high costs are at risk?</i>				

Demo

Thursday 15 oct		Education & Learning :			
16:00 - 16:07	Natalia Lara	Nieto-Márquez	Analysis of the 20 most played educational games in an intelligent learning platform for children	Universidad Camilo José Cela, Smile and Learn Digital Creations	Spain
16:10 - 16:17	Izabella	Jedel	Don't be boring: The case of a gamified Google Classroom	Insert Coin	Sweden
Skills Development :					
16:20 - 16:27	Xavier	Wilain	STRATEGIOUS	XW_SeriousGames	Switzerland
16:30 - 16:37	Ashish	Amresh	Ambassador Pre-Crisis Decision-making	Arizona State University	USA
16:40 - 17:00	Questions				

Thursday 22 oct		Training :			
16:00 - 16:07	Quentin	Meteier	Inside the cockpit of the semi-autonomous cars of tomorrow	HEIA-FR	Switzerland
16:10 - 16:17	Richard	Wetzel	To Bee or Not to Bee: Prototyping a VR training Game for Beekeepers	Lucerne University of Applied Science and Arts	Switzerland
Culture & Urbanism :					
16:20 - 16:27	Loïc	Hans	Les Barons – an urban treasure hunt through La Chaux-de-Fonds' watchmaking heritage.	Entrée de Jeux	Switzerland
16:30 - 16:37	Maria	Sisto	Saint Ursanne Circuit Secret	HE-Arc	Switzerland
16:40 - 17:00	Questions				

Papers

Thursday 29 oct		Culture & Urbanism :			
16:00 - 16:07	Lissa	Holloway-Attaway	Playing with Local Heritage: co-designing game-stories for youth	University of Skövde	Sweden
16:10 - 16:17	Loïc	Hans	Les Barons – an urban treasure hunt through La Chaux-de-Fonds' watchmaking heritage.	Entrée de Jeux	Switzerland
16:20 - 16:27	Mattia	Thibault	Jurassic Tampere & urban toyification	Tampere University	Finland
16:30 - 16:37	Atsushi	Yamaji	Music Video Game "globARhythm!" for Interactive Rhythm Making System by using Tablet and Large Scale Display	Osaka Electro-Communication University	Japan
16:45 - 17:30	Round table <i>Games are highly engaging and immersive. Good games with a good story really are. Right? But are they engaging you in the gaming experience or in the matter you are gamifying?</i>				

Thursday 5 nov		Transport and environment :			
16:00 - 16:07	Nana	Tian	The effect of reclining horizontal plane on VR sickness and experience in a lying down position	Swiss Federal Institute of Technology	Switzerland
16:10 - 16:17	Quentin	Meteier	Inside the cockpit of the semi-autonomous cars of tomorrow	HEIA-FR	Switzerland
16:20 - 16:27	Richard	Wetzel	To Bee or Not to Bee: Prototyping a VR training Game for Beekeepers	Lucerne University of Applied Science and Arts	Switzerland
16:30 - 16:37	Francesco	Carrino	BombusCar: Gamification Design of a Carpooling-Based Freight Transport	HEIA-FR	Switzerland
16:45 - 17:30	Round table <i>Reckless, cautious, or somewhere in between, we all behave differently while playing games. Right? So can they really train us, with the same result, for real life?</i>				