

## MONDAY 28 JUNE

- 14:00–14:10 Introduction speech
- 14:10–14:20 **1** The Lake  
Maylis d'Haultfoeuille | HEAD | Switzerland [Discover >](#)
- 14:20–14:30 **2** Amani, my friend  
Alejandra Oros | HEAD | Switzerland [Discover >](#)
- 14:40–14:50 **3** VR dilemma to study emotion regulation as a function of social cues availability  
Teerawat Monnor | UNIGE | Switzerland [Discover >](#)
- 14:40–15:30 Question & Discussion  
Julien Schekter | Switzerland

## THURSDAY 1 JULY

- 14:00–14:10 Introduction speech
- 14:10–14:20 **4** Play with your emotions: board games to support and train emotional competences  
Alexandra Zaharia | UniDistance | Switzerland [Discover >](#)
- 14:20–14:30 **5** SPRING Controller  
Tomás Henriques | CoreHaptics LLC | United States [Discover >](#)
- 14:30–14:40 **6** Agile Boosters: gamification can help software development teams get better  
Oliver Liechti | Avalia Systems | Switzerland [Discover >](#)
- 14:40–15:30 Question & Discussion  
Julien Schekter | Switzerland

## MONDAY 5 JULY

- 14:00–14:10 Introduction speech
- 14:10–14:20 **7** The Diner: Gamified response training intervention for behavioral change  
Najberg Hugo | UNIFR | Switzerland [Discover >](#)
- 14:20–14:30 **8** Gamification & Patients' Rights: a Serious Game for students in Healthcare  
Dominique Correia | HESAV | Switzerland [Discover >](#)
- 14:30–14:40 **9** Ca fait plaisir!? A tabletop games kit for youths on addictions & risk behaviours  
Johan Jaquet | Entrée de Jeux | Switzerland [Discover >](#)
- 14:40–14:50 **10** Nursing students perception's using serious games during the confinement  
Guillaume Decormeille | University of Toulouse Jean Jaures | France [Discover >](#)
- 14:50–15:40 Question & Discussion  
Julien Schekter | Switzerland

## THURSDAY 8 JULY

## HEALTH II | ONSITE SESSION

10:00–10:20 Welcome speeches

10:20–10:35 **11 Games for the Cognitive Assessment of Older Adults**

Fernanda Oliveira | University of Technology Sydney | Australia

[Discover >](#)10:35–10:50 **12 AR Gamified Solution for Human Skills Training**

Yassin Rekik | HEPIA | Switzerland

[Discover >](#)10:50–11:05 **13 A new concept of simulation in health gamification : the simcup**Mohammed Mouhaoui  
Faculty of medicine & pharmacy of Casablanca | Morocco[Discover >](#)11:05–11:20 **14 Creation of a board game in intensive care and emergency medicine**Mohammed Mouhaoui  
Faculty of medicine & pharmacy of Casablanca | Morocco[Discover >](#)

11:20–12:30 Round table I - Fiorentino Assunta

What can gamification or serious games bring to the development of health professionals' skills compared to more traditional learning approaches?

12:30–14:00 Lunch Break

14:00–14:45 **Keynote Speaker I***Serious games and gamification practical examples for health*

Aurélie Turot | My-serious-game S.A | France

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## HEALTH III | ONSITE SESSION

15:00–15:10 **15 Gamifying to improve face-to-face interview on latrine use in rural India**

Alice H. Aubert | Eawag | Switzerland

[Discover >](#)15:15–15:25 **16 Emotional intelligence of doctor / patient communication in medical consultation**

Alberto Parada | University of Liege | Belgium

[Discover >](#)15:30–15:40 **17 A Game Platform for the Cognitive Stimulation of Elderly with MCI**

Christos Goumopoulos | University of the Aegean | Greece

[Discover >](#)15:45–15:55 **18 Epilepsim**

Loïc Berthod | HEVS | Switzerland

[Discover >](#)

16:00–17:00 Round Table II - Stefano Carrino

Drawbacks and limitations of serious games and gamification in health:  
Are serious games and gamifications always suitable solutions for health?

17:00–22:00 Social Event - Visit &amp; Dinner | for attendees

## FRIDAY 9 JULY

10:00–10:30 **Meta Review**  
*Improving the Future of Digital Game-based Learning by Examining the Past*  
Björn Berg Marklund | University of Skövde  
Department of game development | Sweden [Discover >](#)

### SOCIETY, URBANISM & ECONOMY | ONSITE SESSION

10:30–10:45 **19 PROJEKT CH+ Games for Democracy:  
Third Iteration Project Report**  
Sophie Walker | ZHDK | Switzerland [Discover >](#)

10:45–11:00 **20 MurGame – A playful debris flow simulation**  
Ralf Mauerhofer | Koboldgames GmbH | Switzerland [Discover >](#)

11:00–11:15 **21 A Logistics Serious Game**  
Ela Pustulka | FHNW | Switzerland [Discover >](#)

11:15–11:30 **22 The Spark-it project:  
How to implement a brainstorming with gamification?**  
Corentin Barman | HES-SO | Switzerland [Discover >](#)

11:30–12:30 **Round table III - Yassin Reik**  
  
Are we moving toward a Gamified Society?  
Injecting Serious Gaming and Gamification in all processes?

12:30–14:00 **Lunch Break**

14:00–14:45 **Keynote Speaker II**  
*Learning through play. Myth or reality?*  
Eric Sanchez | University of Geneva | Switzerland [Discover >](#)

### EDUCATION & TRAINING | ONSITE SESSION

15:00–15:10 **23 Comparing a Game v. Non-Game approach  
for plant provenance public education**  
Craig Docherty | The University of Stirling | United Kingdom [Discover >](#)

15:15–15:25 **24 Spark-It project: using gamification in the creative process**  
Xavier Lince | HEP Valais | Switzerland [Discover >](#)

15:30–15:40 **25 PHEW! or how to develop an everyday superpower for education**  
Mela Kocher | ZHDK | Switzerland [Discover >](#)

15:45–15:55 **26 Content Agnostic Game Based Stealth Assessment**  
Vipin Verma | Arizona State University | United States [Discover >](#)

16:00–17:00 **Round Table IV - Christian Moreillon**  
  
Gamification and serious games in education & training,  
a must-have for better learning or a playground for better teaching?

17:00–18:00 **Conference closing ceremony: rewards and farewell speech**