

WEDNESDAY, JUNE 29 PRE-CONFERENCE ACTIVITIES

WORKSHOP SERIOUS GAMES & GAMIFICATION FOR INDUSTRY

- 09:00 – 09:15 Introduction speech
- 09:15 – 10:00 Industrial Project Gamification: from need to concept to product
- 10:00 – 12:00 Case studies & Group work
- 12:00 – 12:30 Apéro & Networking

TUTORIAL INTRODUCTION TO UNITY GAME ENGINE

- 14:00 – 14:10 Introduction speech
- 14:10 – 15:00 Unity: Main Concepts & Scripting
- 15:00 – 17:00 Developing simple examples
- 17:00 – 17:15 Conclusion

What is the _____? -, -, or _?

Education  ★ ★ ★ ★	Abstract  ★ ★ ★ ★	Learning  ★ ★ ★ ★	Outcome  ★ ★ ★ ★	
Keywords  ★ ★ ★ ★	Develop  ★ ★ ★ ★	Allows  ★ ★ ★ ★	Edutainment  ★ ★ ★ ★	Framework  ★ ★ ★ ★

 Finding missing words: for each paper, find the provided hint and add the binary-stars
Verifying answer to the question: add it to <http://gsgs.ch/>

GSGS'22 editorial gamification: the → gift 4 the 1st → guess 😊

THURSDAY, JUNE 30 CONFERENCE SESSIONS

Welcome & Coffee

09:30 – 09:45 Opening and Welcome Speeches

SESSION A POLITICS, ECONOMY & SOCIETY**CHAIR SOPHIE WALKER | ZHDK | ZÜRICH**

- 09:50 – 10:05** **1** PBI - The Game: A cooperative game on the protection of human rights defenders
Johan Jaquet | Peace Brigades International Suisse | Switzerland
- 10:05 – 10:20** **2** Showcasing game prototypes designed during the Serious Games Generalist program
Loïc Hans | Entrée de Jeux | Switzerland
- 10:20 – 10:35** **3** “Let's Help together”: am I serious?
Olivier Reutenauer | DIGITAL KINGDOM SARL | Switzerland

Coffee break

SESSION B BUSINESS, COMMUNICATION, MANAGEMENT**CHAIR YASSIN REKIK | HEPIA | GENEVA**

- 10:50 – 11:05** **4** A Serious game for firms to reduce ecological footprint by using Information System
Steve Berberat | He-Arc Gestion | Switzerland
- 11:05 – 11:20** **5** Extending SQL Scrolls to Teach SQL DML
Ela Pustulka | FHNW | Switzerland
- 11:20 – 11:35** **6** Contrast of students' emotional engagement during game-based learning
Xavier Wilain | Swiss Hotel Management School | Switzerland

THURSDAY, JUNE 30 CONFERENCE SESSIONS

- 11:40 – 12:30 **7** Keynote Speaker 1
How interaction modalities affect serious games and exergames efficacy
Fabio Solari | University of Genoa | Italy

Lunch Break

- 13:45 – 14:30 **8** Keynote Speaker 2
Gamification to support data protection awareness in small businesses
Bettina Schneider | FHNW | Switzerland

SESSION C HEALTH**CHAIR** RENAUD OTT | MINDMAZE INC. | LAUSANNE

- 15:15 – 15:30 **9** A Web-Based Framework for the Management of VR/AR Multi-Platform Exergames
Fabio Solari | University of Genoa | Italy
- 15:30 – 15:45 **10** PRITS: A serious game for Law Education
Dominique C. de Oliveira | HESAV | Switzerland

Coffee Break

- 15:50 – 16:20 **11** Keynote Speaker 3
Natural Language Interaction for Games and Gamification
Jonathan Lassard | Concordia University | Canada
- 16:30 – 17:30 **12** Round Table 1
- 18:00 – 23:00 Social Event - Trip & Dinner on Geneva Lake

FRIDAY, JULY 1 CONFERENCE SESSIONS

Welcome & Coffee

SESSION D TRAINING

CHAIR STEPHANE MALANDIN | HEPIA | GENEVA

- 09:35 – 09:50 **13** Virtual Escape Game as part of a Bachelor's and Master's degree finance course
Fabien Degoumois | HES-SO | Switzerland
- 09:50 – 10:05 **14** Dynamilis: the app that helps 5-12-year-old children improve their handwriting
Thibault Asselborn | EPFL | Switzerland
- 10:05 – 10:20 **15** APP CODIFICIO 2.0
Ariel Cortes | Pontificia Universidad Javeriana | Colombia
- 10:20 – 10:35 **16** Virtual Reality Simulator Training for Teenagers with Intellectual Disabilities
Marine Capallera | HEFR HumanTech Institute | Switzerland

Coffee break

SESSION E ART, CULTURE, TOURISM & ARCHITECTURE

CHAIR FLAVIO ROTH | SECOND SPECTRUM INC. | LAUSANNE

- 10:50 – 11:05 **17** Sarnetz: Raising awareness about CO₂ neutrality in a collaborative serious game
Janina Woods | HSLU | Switzerland
- 11:05 – 11:20 **18** "BATVISION" Experiential Learning through Virtual Reality
Eliane Zihlmann | ZHDK | Switzerland
- 11:20 – 11:35 **19** "The Thief of Homburg", a game combining archeology with modern game design to convey Swiss cultural sites.
Mathis Ebner | Diditopia Games GmbH | Switzerland

FRIDAY, JULY 1 CONFERENCE SESSIONS

11:40 – 12:30 **20** **Keynote Speaker 4**
Expanded Games
Douglas Edric Stanley | HEAD | Switzerland

Lunch break

14:00 – 14:50 **21** **Keynote Speaker 5**
x-ode: urban rendezvous through mixed reality
Pascal Maeder & Urbanoid development team | Urbanoid | Switzerland-Canada

SESSION F EDUCATION & TRAINING

CHAIR GUY HALLER | HUG | GENEVA

15:00 – 15:15 **22** **Chemicastle: helping students to understand the structure-property relationship**
Olga Reinauer | Private project | Switzerland

15:15 – 15:30 **23** **LusTra (Ludique in French, sorting Trash in English)**
Swann Puig | HEPIA | Switzerland

15:30 – 15:45 **24** **Professional Training via Gamified Augmented Reality Application**
Yassin Rekik | HEPIA | Switzerland

Lunch break

16:00 – 17:00 **25** **Round Table 2**

17:30 – 18:00 **Trophées Ceremony & Closure**