

Thursday, June 29, 2023

Conference opening

08:30 - 09:10 *Coffee & Croissant*
09:10 - 09:30 *Welcome Speeches*

Session A Health 1

09:40 - 09:55 *A Serious Game for the Assessment of Social Apathy* Solari, Fabio
09:55 - 10:10 *Herzfröh 2.0: Sexuality Education through a Narrative Serious Game* Huwiler, Ariana
10:10 - 10:25 *Happy Heart: A Game about Healthy Lifestyles for Nepalese Teenagers* Bai, Hua
10:25 - 10:40 *Human Emotions and Learning Life-saving Skills* Lemaire, Vincent

10:40 - 11:00 *Coffee Break*

Keynote speakers

11:00 - 11:45 *Ethical and Pedagogical Reflections around SGs in Therapeutic Education of Adult Patients* Aubry, Jean-Denis – Rusch, Emmanuel

Session B Health 2

11:50 - 12:05 *Covid Vaccine Game for Teens* Amresh, Ashish
12:05 - 12:20 *Co-creation of SGs to Acquire a Professional Skill* Dini, Sarah
12:20 - 12:35 *Glasgow Coma Scale Simulator* Rekik, Yassin Aziz
12:35 - 12:50 *Gamifying the EoL Project with 3D Rendering* Gobron, Stéphane

12:50 - 13:00 *GSGS'23 official conference picture*

13:00 - 14:10 *Lunch & Demo testings*

Keynote speakers

14:15 - 15:00 *Paradigm Shift in Citizen Science: Videogame Payer Helping Researcher* Szantner, Attila – Waldispühl, Jérôme

Session C Culture, Society, Tourism

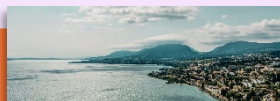
15:00 - 15:15 *Geome from design to subjective XP in a museum* Morard, Simon
15:15 - 15:30 *Time Travellers* Gulkova, Mariia
15:30 - 15:45 *Lausanne 1830: "Histoires de Registre"* Rochat, Yannick
15:45 - 16:00 *In My Time of Loss* Hamidi Madani, Narges
16:00 - 16:15 *AL2049, a Playful Museum's Visit to Grasp the Issues of Complexity* Morard, Simon

16:15 - 16:45 *Coffee Break*

Keynote speaker

16:45 - 17:30 *The Power of Gamification: Lowering Barriers to Technical Learning and Increasing Diversity in the Tech Sector* Nocerino, Federica

Demo



GSGS Social event

19:00 - 23:00 *Gala dinner by the lake*

Friday, June 30, 2023

08:30 - 09:30 *Coffee & Croissant*

Session D Education

09:30 - 09:45 *Intelligame* Héritier, Aurélien
09:45 - 10:00 *Learning Java Loops and Control Structures by Moving a Ladybird* Pustulka, Elzbieta
10:00 - 10:15 *Learnie* Larouziere, Cedric
10:15 - 10:30 *The Biases of Artificial Intelligence* Von Ritter-Zahony, B.P.

10:30 - 10:50 *Coffee Break*

Keynote speaker

10:50 - 11:40 *The Role of Gamification in the Emerging Thinking Economy* Michelucci, Pietro

Session E Politics, Economy, Environ^t

11:45 - 12:00 *How to Kill your Island* Robert, Thomas
12:00 - 12:15 *Bard* Périllaud, Faustine
12:15 - 12:30 *Powerplay* Castella, Jérôme
12:30 - 12:45 *EcoGestes* Bollinger, Dominique

12:45 - 13:00 *GSGS'23 additional conference picture*

13:00 - 14:00 *Lunch & Demo testings*

Keynote speaker

14:00 - 14:45 *Designing Effective Serious Games* Jaccard, Dominique

Session F Training

14:50 - 15:05 *Driving Theory Test Learner* Cirilli, Simon
15:05 - 15:20 *The Negotiator* Monaco, Pierre-Benjamin
15:20 - 15:35 *Exergame Cloud Platform - Decoupling Input Devices from Games* Joos, Patrick
15:35 - 15:50 *Enhancing Gamification within an Online Brainstorming Tool* Lopez, Sergio

15:50 - 16:10 *Coffee Break*

Keynote speaker

16:10 - 17:00 *The Design Process of the Rotbeesten?! (Rotten Beasts?!)* Boschma, Doris

Conference closing

17:00 - 17:15 *Rewards : (1) proceeding enigma, (2) interactive quiz & (3) conference trophies*
17:15 - 17:30 *Closing speeches*

Demo

