

https://GSGS.ch

# GSGS'23

8th INTERNATIONAL CONFERENCE ON GAMIFICATION & SERIOUS GAMES  
JUNE 26-30, 2023, NEUCHÂTEL, SWITZERLAND

Monday, June 26 Room CA1-233	Tuesday, June 27 Room CA1-233	Wednesday, June 28 Room CA1-233	Thursday, June 29 CA1 main auditorium AUD-224	Friday, June 30 CA1 main auditorium AUD-224
<b>Workshop</b> <i>Serious Game</i> → concept & design	<b>Workshop</b> <i>Gamification</i> → concept & design	<b>Networking</b> <i>Speed dating</i>	<b>Conference opening</b>	<b>Session D</b> <i>Keynote speaker #4</i>
<b>Workshop</b> <i>Serious Game</i> → practical session	<b>Workshop</b> <i>Gamification</i> → practical session	<b>Stands &amp; exposition</b>	<b>Session A</b> <i>Keynote speaker #1</i>	<b>Session E</b>
<b>Indus ↔ Acad</b> <b>GSGS aperitif</b>	<b>Indus ↔ Acad</b> <b>GSGS aperitif</b>	<b>Lunch</b>	<b>Lunch &amp; Demo</b>	<b>Lunch &amp; Demo</b>
		<b>Roundtable #1</b>	<b>Session B</b> <i>Keynote speaker #2</i>	<b>Keynote speaker #5</b>
		<b>Roundtable #2</b>	<b>Session C</b> <i>Keynote speaker #3</i>	<b>Session F</b>
		<b>Roundtable #3</b>	<b>GSGS Gala Dinner &amp; social event</b>	<b>Keynote speaker #6</b>
				<b>Trophies &amp; closing</b>

## Thursday, June 29 CA1 main auditorium AUD-224

Conference Speech Section 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

**Keynote speakers**  
10:40 - 11:00 *Coffee Break*  
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 *Game 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

**Keynote speaker**  
16:15 - 16:45 *Coffee Break*  
16:45 - 17:30 *The Power of Gamification: Lowering Barriers to Technical Learning and Increasing Diversity in the Tech Sector* Nocerino, Federica

GSGS'23 Social event

19:00 - 22:00 *Gala dinner by the lake*

## Friday, June 30 CA1 main auditorium AUD-224

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

**Session D**  
**Education**  
09:30 - 09:45 *Intelligence* 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.

**Keynote speaker**  
10:30 - 10:50 *Coffee Break*  
10:50 - 11:40 *The Role of Gamification in the Emerging Thinking Economy* Michelucci, Pietro

**Session E**  
**Politics, Economy, Environ<sup>t</sup>**  
11:45 - 12:00 *How to Kill your Island* Robert, Thomas  
12:00 - 12:15 *Bard* Périllaud, Faustine  
12:15 - 12:30 *EcoGestes* Bollinger, Dominique  
12:30 - 12:45 *Powerplay* Castella, Jérôme

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

**Keynote speaker**  
15:50 - 16:10 *Coffee Break*  
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*

## ACCESS / MAP



The GSGS conference has evolved from a half-day in 2016 to a full week this year, with over 50 interventions: workshops, project presentations with 25 short speeches, 8 keynote speakers, and demos.

All these interactions will present topics at the heart of current events:

University of Applied Sciences  
and Arts Western Switzerland (HES-SO)  
HE-Arc, School of Business & Administration,  
Espace de l'Europe 1, 2000 Neuchâtel, Switzerland

ethics, soft skills, healthcare,  
aging, AI, ecology, and environment.

## REGISTRATION

