CALL FOR PAPERS

We are pleased to announce the celebration of the 1st International Workshop on Gamification and Games for Learning (GamiLearn’17) in conjunction with CIVE, on June 5-6, 2017 in Tenerife, Spain. This workshop is open to contributions from researchers, practitioners and industry about gamification and games in learning. The inclusion of game-like experiences during the design process of learning experiences has been tried and tested as a means to engage students. This approach can be applied either by considering game design principles in the course structure layout (i.e. gamification) or directly using games as discrete learning resources. The main objective is to bring together stakeholders with the aim of encouraging the exchange of ideas and experiences.

TOPICS

- User studies
- Design frameworks
- Techniques and strategies
- Methodologies
- Tools and applications
- Technological ecosystems
- Analysis processes
- Assessment processes
- Personalization approaches
- Systems integrations
- Data management
- Architectures

PUBLICATIONS

Best papers will be invited to publish an extended version of their work in the Journal of Information Technology Research (IJITR) and International Journal of Interactive Multimedia and Artificial Intelligence (IJIMAI)

CHAIRS

- González, Carina (ULL)
- Arnedo-Moreno, Joan (UOC)
- Alberto Mora (UOC)

IMPORTANT DATES

- Call for papers: January 9, 2017
- Submission deadline: March 31, 2017
- Notification of acceptance: April 30, 2017
- Workshop: June 5-6, 2017

SPEAKERS

- Nacke, Lennart (UWaterloo) and Fernández-Manjón, Baltasar (UCM)

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