

## Gamilearn'17 Programme: Monday 5<sup>th</sup> June 2017

8:30 9:00	Registration
9:00 9:30	Opening (Carina González and local institutions)
9:30 10:30	<b>Keynote: The 5 gamification languages: The secret to gameful experiences that last</b> (Lennart E. Nacke)
10:30 13:10	Track 1: Gamification: Platforms and design (Chair: Lennart E. Nacke)
10:30 10:50	<b>Gamification as a Service for Formative Assessment E-Learning Tools</b> (Robert Clarisó, Joan Arnedo-Moreno, David Bañeres, Santi Caballé, Jordi Conesa and David Gañán)
10:50 11:10	<b>Social gamification in education: a gamified platform based on the Elgg framework</b> (Antonio García-Cabot, Eva Garcia-Lopez, Sergio Caro-Alvaro, Luis De-Marcos and Jose-Javier Martinez-Herraiz)
11:10 11:30	Coffee break
11:30 11:50	<b>CLEVER: A Gameful Enterprise Learning System</b> (Dominic Elm, Gustavo F. Tondello and Lennart E. Nacke)
11:50 12:10	<b>Lessons learned on adult student engagement in an online gameful course</b> (Alberto Mora, Joan Melià-Seguí and Joan Arnedo-Moreno)
12:10 12:30	<b>Design patterns to support gamification-based learning activities</b> (Iolanda Garcia, Joan Arnedo-Moreno, Ingrid Noguera, Daniel Aranda, Sandra Sanz and Lourdes Guràrdia)
12:30 12:50	<b>The relationship between the self-perception of foreign languages teachers with respect to game-playing and their gamified learning activities</b> (Jaume Batlle Rodríguez and M <sup>a</sup> Vicenta González Argüello)
12:50 13:10	<b>Gamification and Active Games for Physical Exercise: A review of literature</b> (Carina González and Vicente Navarro)
13:10 15:00	Coffee break
15:00 16:20	Track 2: Gamification: Case studies (Chair: Joan Arnedo-Moreno)
15:00 15:20	<b>Tesla: gamification framework to motivate students in Industrial Engineering</b> (Alicia Triviño, Mario Durán, Salvador Pineda, José A. Aguado Sánchez and Sebastián de La Torre)
15:20 15:40	<b>Gamification Badges and Ratings: Impact on an Academic Social Network</b> (Fernando Bacelar Saraiva, Lina Morgado and Vítor Rocio)
15:40 16:00	<b>Applying DMC in a gamified teacher training course on gamification</b> (Joan-Tomas Pujola, Andrea Berríos and Christine Appel)
16:00 16:20	<b>A Gamified Approach to Word Processing</b> (Nicola Orio, Andrea Micheletti and Daniel Zilio)
16:20 17:20	Track 3: Impact of games (Chair: Carina González)
16:20 16:40	<b>Prehistoric societies. An educational proposal with Far Cry Primal</b> (Jorge Guerra Antequera and Karen Sanz Ramos)
16:40 17:00	<b>Identifying social learning through emotional patterns</b> (María Inmaculada Pedrera Rodríguez, Jorge Guerra Antequera and Francisco Ignacio Revuelta Domínguez)
17:00 17:20	<b>Does the Scoring Method Used in a Game Affect Learning? An Empirical Examination of a Human Resources Task</b> (Christopher G. Harris)
17:20 17:40	Coffee break
17:40 18:30	Co-creation session: <b>Building gamification of learning: opportunities, challenges and critical issues</b> (Lennart E. Nacke, Baltasar Fernández-Manjón, Carina González, Joan Arnedo-Moreno and Alberto Mora)
21:00	Social event: Dinner (not included in the registration)

## Gamilearn'17 Programme: Tuesday 6<sup>th</sup> June 2017

9:30 10:30	Keynote: <b>Gamification in medical training: from content and procedures to game-like applications</b> (Baltasar Fernández-Manjón)
10:30 13:10	Track 4: Learning through games (Chair: Baltasar Fernández-Manjón)
10:30 10:50	<b>QUADRIVIA: A quiz-based serious game app to train university degrees knowledge</b> (Daniel Riera, Joan Arnedo-Moreno and Núria Domènech-Salvador)
10:50 11:10	<b>Introducing Competences into LTI-Connections between Learning Management Systems and Gaming Platforms</b> (Matthias Then, Iván Martínez-Ortiz, Antonio Calvo-Morata, Benjamin Wallenborn, Baltasar Fernández-Manjón and Matthias Hemmje)
11:10 11:30	Coffee break
11:30 11:50	<b>XBadges. How soft skills are boosted by video games</b> (Sergio Alloza, Flavio Escribano, and Mercè Muntada)
11:50 12:10	<b>Promoting body's nutrition with videogames as a support of science education curriculum in Chile</b> (María Graciela Badilla Quintana, Mina Johnson-Glenberg, Juan José Galindo Ledezma, Franciso Ignacio Revuelta Domínguez and María Inmaculada Pedrera Rodríguez)
12:10 12:30	<b>Developing gamified interactive content for medical training in cytopathology</b> (Dan Rotaru, Baltasar Fernandez-Manjon, Avni Katri and Rosemary Tambouret)
12:30 12:50	<b>Pneumo-gaming: Computer game based on multi-level mathematical modelling and simulation used to investigate early-phase bacterial lung infection</b> (Guido Santos Rosales and Julio Vera González)
12:50 13:10	<b>PROVITAO: a program of active games for treatment of childhood obesity</b> (Nazaret Gómez, Pedro A. Toledo, Raquel Martín, Vicente Navarro, Luis Navarro, Carmela Quirce, Yeray Barrios, Norberto Marrero and Carina González)
13:10 15:00	
15:00 17:00	Track 5: Games and industry (Chair: Gonzalo Aller)
15:00 15:30	<b>“Wall Street Survivor” as an Innovative Teaching Tool for Business English</b> (Kazuya J. Shida, University of Southern California)
15:30 16:00	<b>Learning to Learn from tutorials</b> (Alain Xalabarde, xalabarde.com)
16:00 16:30	<b>Data Driven 3D Immersive Virtual Learning with AI, VR &amp; AR</b> (Thomas K Vaidhyan, Aten)
16:30 17:00	<b>The importance of Video game Localization</b> (Tomás López-Fragoso, Gamescribes)
17:00 17:20	Coffee break
17:20 18:20	Keynote: <b>Learning from entertainment, is it possible?</b> (Isidro Quintana)
18:20 18:40	Closing and awards (Carina González, Joan Arnedo-Moreno and Alberto Mora)
19:00 20:30	Social event: Guided visit to Puerto de la Cruz