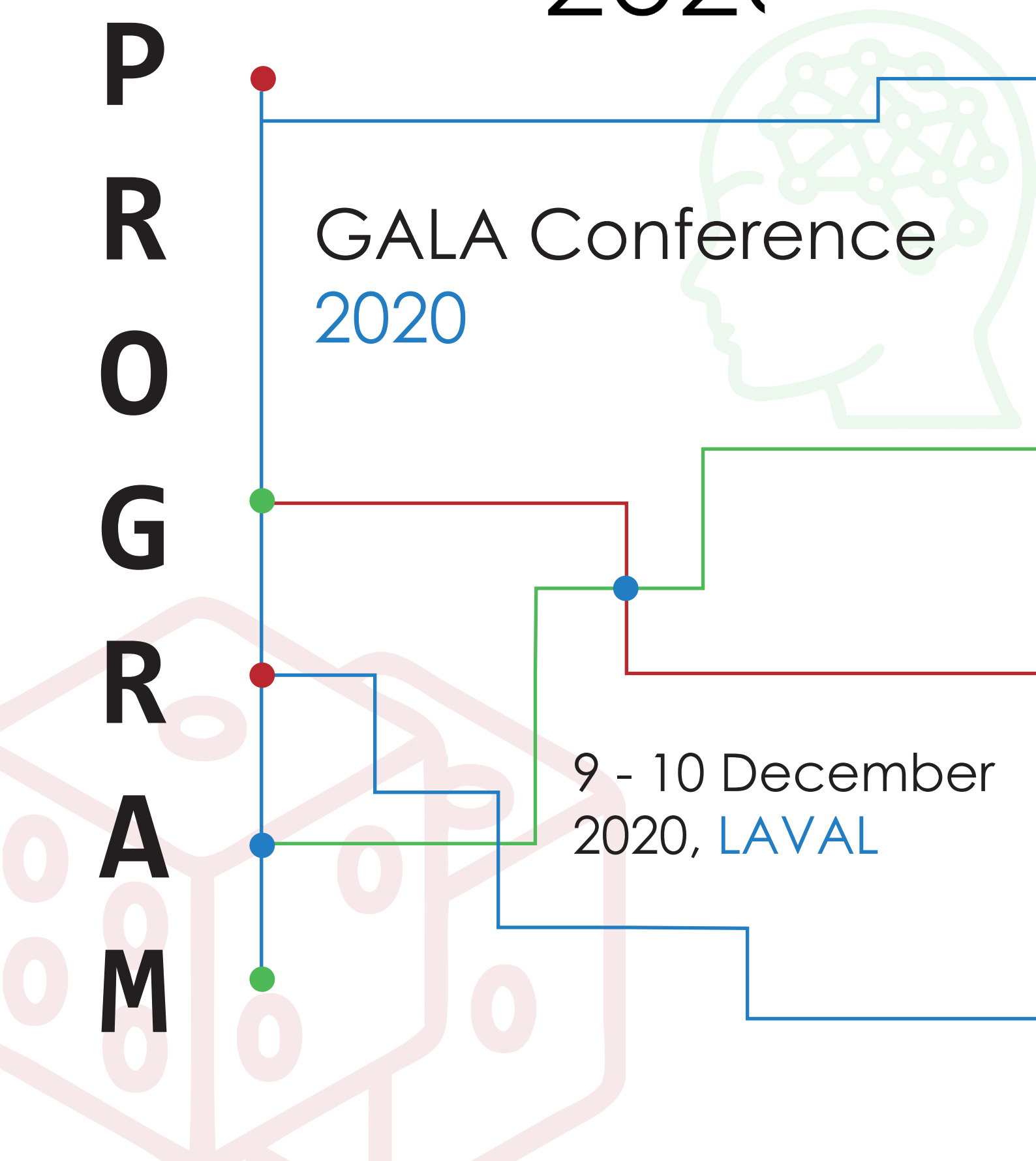


GALA 2020

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GALA Conference
2020

9 - 10 December
2020, LAVAL



EDITO



The 9th Games and Learning Alliance (GALA) Conference is organized by the Serious Games Society (SGS) and the Le Mans University, and more specifically the researchers of this it's IUT (Institut Universitaire Technique) technical school situated in the city of Laval, France. Due to the COVID19 crisis, the conference is exceptionally held online, in the Laval Virtual World.

The GALA series of conferences provide an excellent opportunity to foster the discussion of relevant topics in the growing field of serious games. The conference is a venue for academic researchers, industrial developers, teachers, and corporate decision-makers to meet and exchange experiences and knowledge in this multidisciplinary and challenging area.

In 2020, the GALA conference received 77 submissions from 24 countries. The majority of authors are based in Europe (70%), including 17% of French authors, but North America and Canada (18%) are also quite well represented in the submissions for this online edition. On average, papers received 2.7 reviews from Program Committee members: 35 of these papers were selected for presentation at the conference (hence a 45% acceptance rate) and 10 papers for presentation at a poster session of the conference.

The conference features seven sessions of paper presentations, and topics ranged from serious game design practices, studies on engagement, learning, and usability of serious games, as well as virtual reality, mixed reality, storytelling, creativity and awareness.

Serious Game Competition

This year, the conference includes a Serious Game competition with a special focus on Innovative Human-Computer Interactions for learning. We received 30 submissions. With the help of a panel of experts, one serious game will be awarded in each of the following categories: business, academic and student during the award ceremony on the 10th of December.

Exhibition

As every year, one of the highlights of the conference is the exhibition session. This year, it is hosted in the virtual Exhibition Hall of the Laval Virtual World. The exhibition is open to the general public and featured more than 30 games developed by European institutions and students as well as a selection of Virtual Reality and Mixed Reality tools developed by local industries.

As in previous years, the best papers of the GALA conference will be published in a dedicated special issue of the International Journal of Serious Games, the scientific journal managed by the Serious Games Society, which is a great reference point for academicians and practitioners to publish original research work on serious games and be informed about the latest developments in the field.

We thank the authors for submitting many interesting, field-advancing papers, the Program Committee for reviewing these papers, and the SGS and Le Mans University for organizing the conference.

Iza Marfisi Schottman

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Numix are experts in digital and immersive teaching. They build innovative VR, AR training for the industry with a strong focus on pedagogy and technology : train people in hazardous and risky environments where they can fail safely.

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The **Open University of the Netherlands** develops and provides open higher distance education. There is a special focus on the use of new ICTs and teaching/learning methods to provide effective, efficient, attractive and accessible life-long learning facilities and education to Dutch citizens.

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Start-up Mission is an entrepreneurship serious game in which students will launch an application on a realistic virtual market.

www.franck-tonnerre.com



CLARTE is a Research and Technology Organization approved by the French government and specialized in virtual reality, augmented reality and emerging technologies. They are a technology enabler for business development. Training, consulting, assistance for project management, research programs, proof of concept design and technological transfer have been part of the missions entrusted to their teams for more than 20 years.

www.clarte-lab.fr/



AtlantGames is a non profit organization which gathers video game companies in Western France and aims to help our members to find new business partners.

www.atlangames.com



The Serious Games Association is primarily a not-for-profit, volunteer-driven, transnational society registered in Singapore. This organization's objectives are to advance scientific and technological applications of games as well as educational and literary research within the field of serious games and game technology

www.seriousgamesassociation.org

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ATIEF (Association des Technologies de l'Information pour l'Éducation et la Formation) is an academic association that aims to promote research in Technology-Enhanced Learning. It brings together researchers from French-speaking countries in various domains and organizes the two biannual conferences EIAH and RJC-EIAH (Young Researchers in EIAH) and manages the STICEF journal.

www.atief.fr

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Laval Mayenne Technopole is an association created in 1996. It provides services and support to all innovative projects of the region, such as, innovative entrepreneurial projects, TPE, PME, laboratories, researches, etc.

www.laval-technopole.fr



ZOOM, centre for scientific, technical and industrial culture in Laval. Founded in 1996, this association offers interactive tools to discover and enhance the scientific knowledge. It has been labeled Science and Culture – Innovation by the French Research and Higher Education Ministry.

www.ccsti-laval.org

LAVAL VIRTUAL WORLD

Welcome to the Laval Virtual World !

GALA 2020 will be held fully online in the Laval Virtual World with multiple opportunities to discuss, network and interact without putting our health at risk.

Click to download the Laval Virtual World application and follow the steps to install the application.

<https://www.virbela.com/install?id=laVal>

- **Download and install Laval Virtual World (supported by VirBELA)**

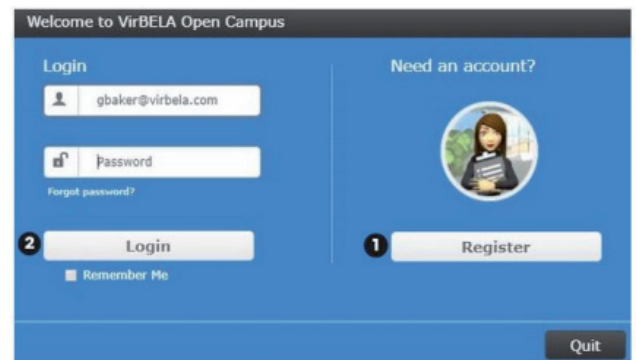
You can access the Laval Virtual World by downloading the VirBELA application into your computer (PC or Mac).



- **Select your graphic preferences**

Once the download of the application is finished, you will be able to launch the application by clicking on « Play ».

- **Create an account with the same email you used for the conference registration**



- **Customize your avatar**

Then, once your account is created, you will enter in a dressing room where you can customize your avatar.



- **Test your microphone**

- **Explore the world**

PROGRAM

DAY 1 – 9TH OF DECEMBER		
9h30		Conference Opening
10h – 10h45		Keynote #1 Anna Cox
10h45 – 11h45		Paper session #1 Gamification Theory
11h45 – 12h30		Paper session #2 Serious Game Analytics
12h30 – 13h30		Lunch
13h30 – 15h30		Paper session #3 Serious Games for Instruction
15h30 – 16h		Coffee Break
16h – 17h45		Paper session #4 Serious Games Applications and Studies
17h45 – 18h		Sign up for treasure hunt
18h – 19h		Treasure Hunt

PROGRAM

DAY 2 – 10TH OF DECEMBER

9h30 – 10h15

Keynote #1
Anne-Gwenn Bosser

10h15 – 11h00

Paper session #5
Virtual and Mixed Reality Applications

11h00 – 12h30

Paper session #6
Gamification Applications

12h30 – 13h30

Lunch

13h30 – 14h45

Paper session #7
Serious Games Design

14h45 – 15h15

Award Ceremony

15h15 – 16h45

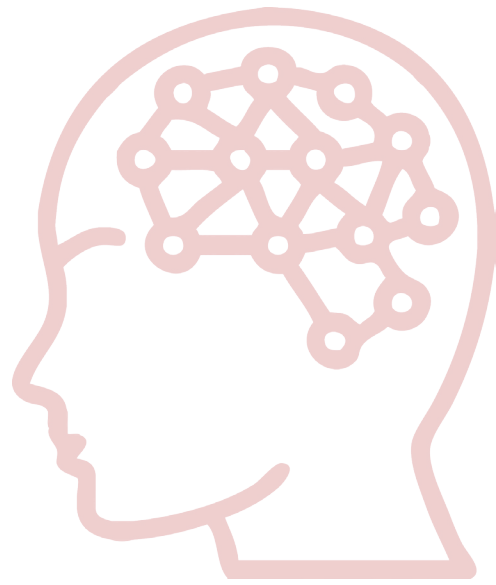
Exhibition
&
Poster Session

16h45 – 17h

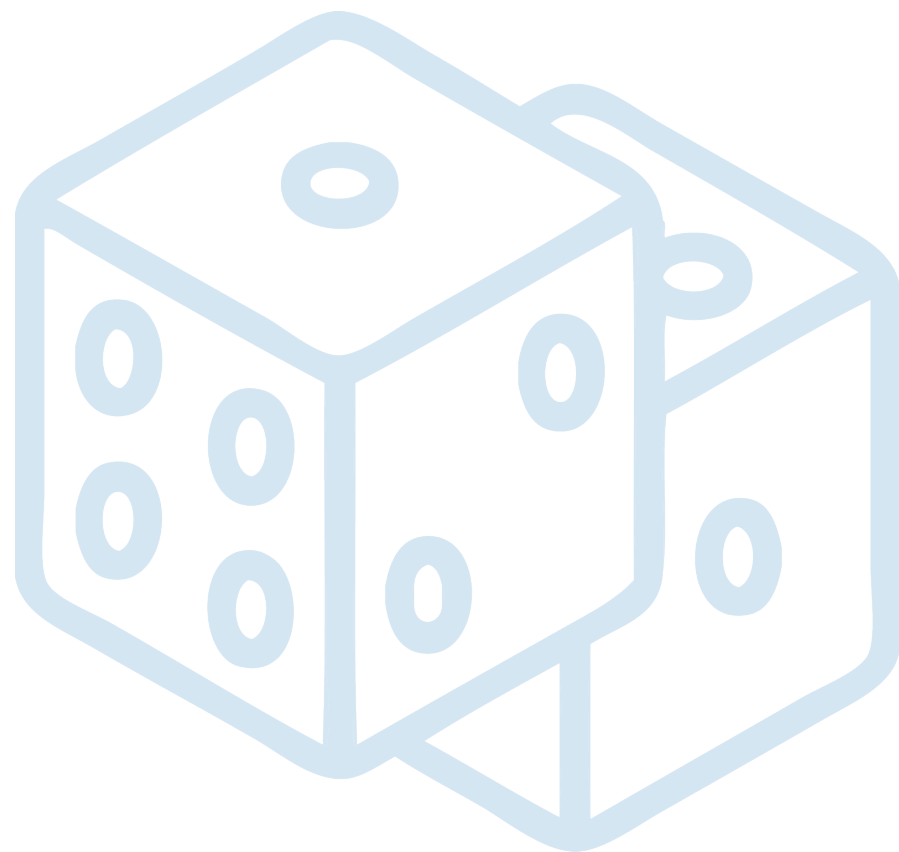
Conference Closing

17h – 18h

SGS General Assembly



9th of December



Conference Opening



9h30

Location: GALA conf | Conference Hall

GaLA 2020 is an event organized by the Serious Games Society and the researchers of LIUM, Le Mans University (Laval, France).

Serious Game Society

The SGS has been designed to bring together the cutting edge companies, institutions and individuals researching on and developing Serious Games. We focus on helping members in connecting and benefiting from the wide range of resources available in the Serious Games space.

The SGS aims at becoming the reference point on Serious Games and Gamification at the scientific, technological and professional level.

The SGS's core purpose is to foster technological innovation and excellence in the field of Serious Games and Gamification for the benefit of all the people. The SGS fosters research and technology transfer between research, industry and educational establishment in the multiple disciplines involved in SGs design, development and deployment. The SGS provides a platform at European and international level for generation, promotion and co-ordination of SG-related activities, from research to marketing, from corporate training to university education. The SGS promotes the development and use of Serious Games across sectors (health, business, cultural heritage, etc.) and contexts of use (formal education, corporate training, leisure time). We aim to extend the application domains and expand the market for Serious Games.

LIUM - TEL team

This 9th edition of the GALA conference is organized by researchers of LIUM, the computer science lab of Le Mans University. They work at the IUT technical school in Laval, France. They are part of the biggest research team in Technology Enhanced Learning in France. The team works on three main topics :

Design, Operationalization and Adaptation of Pedagogical Situations

The main goal is to integrate teachers and instructors in the design process of TEL systems. Our studies focus on engineering situations where TEL systems are designed by teachers (academic) or instructors (non-academic) themselves, and not by TEL researchers or professionals in TEL development. We consider TEL system design as a continuous iterative process, alternating (1) real time adaptation of the learning and teaching activities, (2) usage analysis and (3) reengineering, through a model driven approach.

Observation Modeling & Track Analysis

Our research focuses on the analysis of learning situations, guided by the teachers' observation needs. We develop solutions to allow the expression and the formalization of these needs and also to collect usage tracks. In addition, our work focus on methods for calculating and visualizing indicators for various actors (learners, teachers, researchers, etc.).

Advanced and Collaborative Interactions for Learning

The team also works on advanced interactions for learning (interactive tables, mixed reality, tangible interfaces...) in particular for Serious Games. The research questions are related to the design of authoring tools for TEL systems, the use of advanced interactions, as well as how to support collaborative learning situations.

KEYNOTE 1



10h00

Location: GALA conf | Conference Hall

Anna COX

Anna Cox is Professor of Human-Computer Interaction in the UCL Interaction Centre (UCLIC), in the Division of Psychology and Language Sciences and Vice Dean (Equality, Diversity & Inclusion) in the Faculty of Brain Sciences. She was Deputy-Director of UCLIC 2009-2017, chair of the Athena SWAN self-assessment team in the Division of Psychology and Language Sciences, achieving renewal of a silver award on 2 occasions, and Faculty Athena SWAN lead 2017-2019. She is also a parent.

Professor Cox's first degree is in Cognitive Science (Hertfordshire), and her MSc is in Human-Computer Interaction (Queen Mary, University of London). She was awarded her PhD from the University of Hertfordshire in 2002. She became a lecturer in the Computer Science department at University of Hertfordshire before moving to UCL as a Lecturer in 2004. She was promoted to full professor in 2017.

Professor Cox has published widely, beginning with her PhD work on exploratory learning, to more recent work on human error, digital games, habit formation and personal informatics. Her current research focuses on work and wellbeing in the digital age.

Professor Cox is a member of both the CHI and the CHI PLAY steering committees. She was Specialist Advisor to the Digital, Culture, Media and Sport Select Committee at the House of Commons for their 2019 inquiry into immersive and addictive technologies. She has served in senior roles on the programme and organising committees of a number of top-tier HCI conferences, including as technical programme chair for CHI2018 and CHI2019 and general chair of CHI PLAY 2015 and 2016.

Paper session #1



10h45

Location: GALA conf | Conference Hall

Gamification theory

- **Gamification and Beyond: The Case of Ludification**
Bo Kampmann Walther and Lasse Juel Larsen
Speaker : Bo Kampmann Walther
 - **7 P's of gamification: a strategic design tool for ideation of gamified solutions**
Hélder Ferreira, Catarina Roseira and Rui Patrício
Speaker : Hélder Ferreira
 - **The Empirical Investigation of the Gamified Learning Theory**
Nadja Zaric, Vlatko Lukarov and Ulrik Schroeder
Speaker : Nadja Zaric
 - **Motivation in Gamification: defining a correlation between gamification achievements and self-determination theory**
Brunella Botte, Sander Bakkes and Remco Veltkamp
Speaker : Brunella Botte
- ★ **Best student paper nominee**
- ★ **Best paper nominee**

Paper session #2



11h45

Location: GALA conf | Conference Hall

Serious Game Analytics

- **IGAT – Interactive Gamification Analytics Tool**

Nadja Zaric, René Röpke, Dirk Manuel Gottschlich and Ulrik Schroeder

Speaker : Nadja Zaric

- **A scalable architecture for one-stop evaluation of serious games**

Iván José Perez-Colado, Víctor Manuel Pérez Colado, Iván Martínez Ortiz, Manuel Freire Morán and Baltasar Fernandez-Manjon

Speaker : Iván José Perez-Colado

- **Employing an IoT Framework as a generic Serious Games Analytics Engine**

Luca Lazzaroni, Andrea Mazzara, Francesco Bellotti, Alessandro De Gloria and Riccardo Berta

Speaker : Luca Lazzaroni

Paper session #3



13h30

Location: GALA conf | Conference Hall

Serious Games for Instruction

- **Flow experience and situational interest in an adaptive math game**

Antero Lindstedt, Antti Koskinen, Jake McMullen, Manuel Ninaus and Kristian Kiili

Speaker : Antero Lindstedt

★ **Best paper nominee**

- **Design and evaluation of an adventure videogame based in the history of mathematics**

Mariana Rocha and Pierpaolo Dondio

Speaker : Mariana Rocha

- **Motivational potential of leaderboards in a team-based math game competition**

Manuel Ninaus, Sara de Freitas and Kristian Kiili

Speaker : Manuel Ninaus

- **A serious game for studying decision making by triage nurses under stress**

Jarle Hulaas, Dominique Jaccard, Assunta Fiorentino, Philippe Delmas, Antonini Matteo, Séverine Vuilleumier, Guy Stotzer, Aurélien Kollbrunner, Olivier Rutschmann, Josette Simon, Olivier Hugli, Charlotte Gilart de Keranflec'H and Jérôme Pasquier

Speaker : Matteo Antonini

- **Factors Affecting Success in a Digital Simulation Game for Nurse Training**

Daria Novoseltseva, Catherine Pons Lelardeux and Nadine Jessel

Speaker : Daria Novoseltseva

- **Towards a methodology to co-design a learning game by nursing students**

Sebastian Gajewski, Nour El Mawas and Jean Heutte

Speaker : Sebastian Gajewski

- **Class-Card: a Role-Playing Simulation of Instructional Experiences for Pre-service Teachers**

Philippe Dessus, Julie Chabert, Jean-Philippe Pernin and Philippe Wanlin

Speaker : Philippe Dessus

- **How to engage young adults in reading H. C. Andersen's fairy tale The Little Mermaid, through a serious game**

Thevakorn K. Lauritsen, Delan Kasim Ali, Niklas Fruerlund Jensen, Irene Ubieta Alamillo and Thomas Bjørner

Speaker : Thomas Bjørner

Paper session #4



16h00

Location: GALA conf | Conference Hall

Serious Games Applications and Studies

- **Design of a Gameful Application for Individuals with Acquired Brain Injuries to Relearn Social Functioning**
Laura-Jane Douch, Kristin Gozdziowska
Speaker : Laura-Jane Douch
- **Artifactual affordances in playful robotics**
George Kalmpourtzis and Margarida Romero
Speaker : George Kalmpourtzis
- **A Board Game to Fight Misinformation and Fake News**
Christophe Maze, Arthur Haye, Joshua Sarre, Michel Galaup, Pierre Lagarrigue and Catherine Pons Lelardeux
Speaker : Arthur Haye
- **A serious game for students to acquire productivity habits**
Wouter Raateland, Konstantinos Chronas, Tim Wissel, Tim Bruyn, Bertan Konuralp, Mijael Ricardo Bueno Perez, Nestor Z. Salamon and Rafael Bidarra
Speaker : Tim Bruyn
- **A serious game for changing mindsets about loans for home retrofitting**
Olivier Dikken, Kushal Prakash, Bart Roseboom, Ana Rubio, Sander Østvik, Mijael Ricardo Bueno Perez, Nestor Z. Salamon and Rafael Bidarra
Speaker : Sander Østvik
- **Intrinsic Motivation in Serious Gaming: A Case Study**
Heinrich Söbke, Uwe Arnold and Michael Montag
Speaker : Heinrich Söbke
- **Two Years After: A Scoping Review of GDPR Effects on Serious Games Research Ethics Reporting**
Patrick Jost and Marisa Lampert
Speaker : Patrick Jost

Program



17h45

Location: Campus | Dance Hall

Sign up for treasure hunt



18h00

Location: GALA conf | Dance Hall

Treasure Hunt

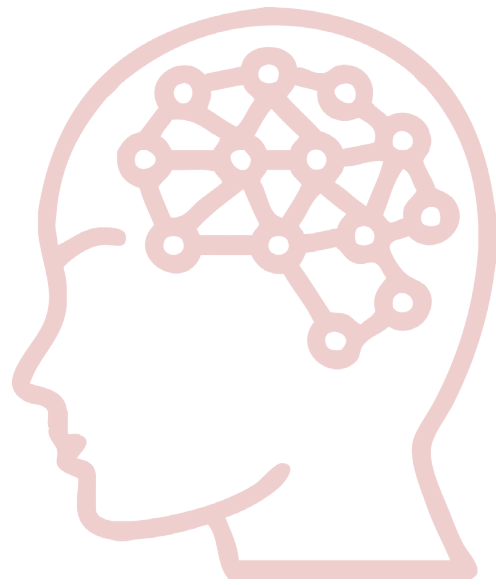
A computer scientist, who took part in the Time Machine research project, has just been dumped by his researcher girlfriend. He wanted to take revenge by removing her from our space-time.

Unfortunately, he made a mistake and deleted an essential sequence of numbers which created a spatio-temporal breach. Eight women, who made history of IT disappeared from our timeline. It is as if they never existed!

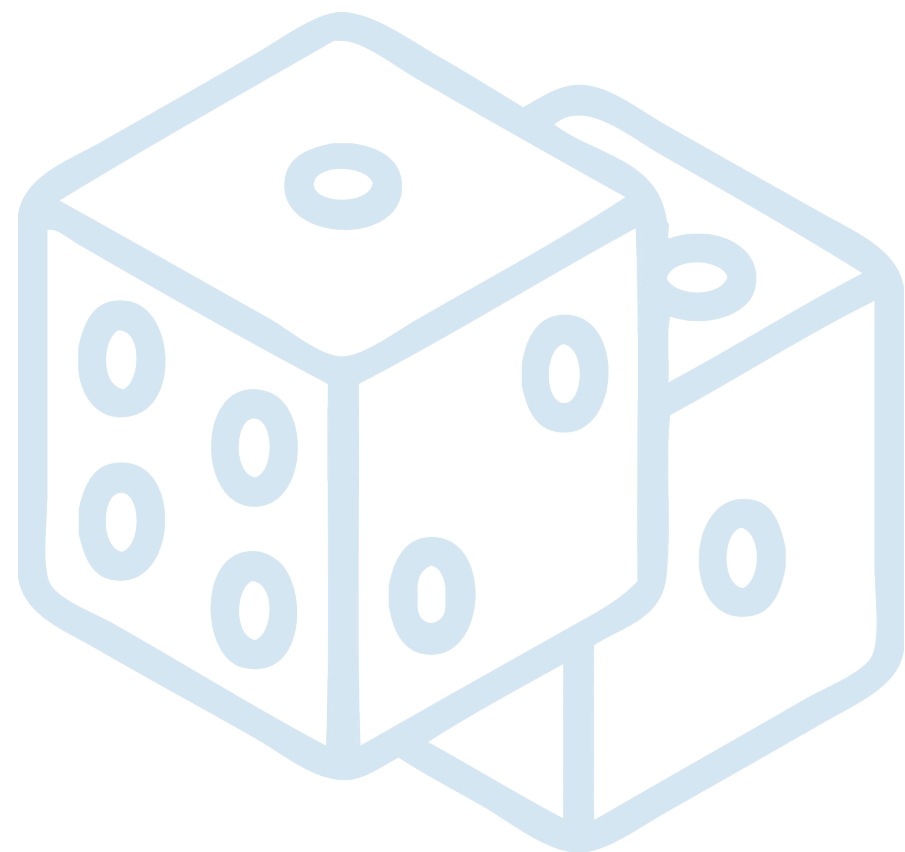
If nothing is done, their breakthroughs and discoveries will never have occurred or will be delayed, resulting in a tremendous technological setback in our present! Also, you may be stuck in this virtual world... forever !

You have one hour to find the 8 codes with 6-digit each, to insert into the time machine and repair our space-time. After that, it will be too late ! This is a cooperative mission.

Group into 8 teams and hurry up to find your code. The fate of humanity is in your hands !



10th of December



KEYNOTE 2



9h30

Location: GALA conf | Conference Hall

Anne-Gwenn BOSSER

Anne-Gwenn Bosser is an Associate Professor at ENIB in France, near Brest, in Western Brittany. She is a member of the Lab-STICC (CNRS UMR 6285).

Previously, she was in charge of the Games Development curriculum at Teesside University, and a member of the Intelligent Virtual Environments lab. Before that, she was a JSPS fellow at Kwansei Gakuin University in Japan, and a post-doctoral researcher at CNAM Paris. In a past life, she worked in R&D in the game industry. She holds postgraduate degrees in philosophy, in mathematics, and also in industrial software engineering. The work she carried for her PhD in Computer Science at Paris 7 University has been awarded the prize of the Young Researcher in Games at Imagina 2005.

Her research interests currently revolve around computational narratives in the context of interactive applications, especially computer games or virtual reality simulations, which she studies from a logical standpoint.

Since 2013, her research takes place at the CERV (Centre Européen de Réalité Virtuelle), a technological platform equipped with immersive systems and interactive devices. The CERV brings together research laboratories, companies and students in a multidisciplinary context and has produced a number of simulation-based applications for training, health, or artistic purposes. For this keynote, she will present the work taking place at CERV related to serious games and virtual reality.

Paper session #5



10h15

Location: GALA conf | Conference Hall

Virtual and Mixed Reality Applications

- **Use of Virtual Reality technology for CANDU 6 reactor Fuel Channel operation Training**

Ziqi Fan, Kaitlyn Brown, Stephane Nistor, Karishma Seepaul, Kody Wood, Alvaro Uribe Quevedo, Sharman Perera, Edward Waller and Shawn Lowe

Speaker : Lillian (Ziqi) Fan

- **Analysis of Mixed Reality Tools for Learning Math in Primary and Secondary School**

Sofiane Touel, Iza Marfisi-Schottman and Sébastien George

Speaker : Sofiane Touel

- **Dynamic Difficulty Adjustment Through real-time physiological feedbacks for a more adapted Virtual Reality Exposure Therapy**

Sorelle Audrey Kamkuimo K., Benoît Girard and Bob-Antoine J. Menelas

Speaker : Sorelle Audrey Kamkuimo K

Paper session #6



11h00

Location: GALA conf | Conference Hall

Gamification applications

- **Bloxxgame – A Simulation Game for Teaching Blockchain**
Walter Dettling and Bettina Schneider
Speaker : Walter Dettling
- **Using gamification to improve students' typing skills**
Szabina Fodor and Márton Varga
Speaker : Szabina Fodor
- **Pointer Attack: Lessons Learned in Computer Concept Gamification**
Andrew Droubay and Durell Bouchard
Speaker : Andrew Droubay
- **Designing an online Dungeons & Dragons experience for primary school children**
Rosalba Spotorno, Marco Picone and Manuel Gentile
Speaker : Rosalba Spotorno
- ★ **Best student paper nominee**
- **Antecedents of the adoption of gamification in strategy alignment: an exploratory study of Middle Managers' perspective**
Hélder Ferreira and Catarina Roseira
Speaker : Hélder Ferreira

Paper session #7



13h30

Location: GALA conf | Conference Hall

Serious Games Design

- **Accessibility and serious games: What about Entity-Component-System software architecture?**
Mathieu Muratet and Délia Garbarini
Speaker : Mathieu Muratet
- **Generation of adapted learning scenarios in a serious game: lessons learnt**
Pierre Laforcade
Speaker : Pierre Laforcade
- **Lessons Learned from Implementing a Serious Game in Higher Education – A Student and Trainer Perspective**
Knut Erik Bonnier, Rune Andersen and Hege Mari Johnsen
Speaker : Knut Erik Bonnier
- **User-Centred Design Method for Digital Catalogue Interfaces**
Maho Wielfrid Morie, Iza Marfisi-Schottman and Bi Tra Goore
Speaker : Maho Wielfrid Morie
- **Approaching Quantum Entanglement – Developing a Serious Game in Quantum Computing for IT Professionals**
Isabell Heider, Harald Bendl, Jan-Rainer Lahmann and Frauke Mörike
Speaker : Isabell Heider



14h45

Location: Campus | Dance Hall

Award Ceremony

Representatives of the GALA 2020 conference sponsors and partners will announce the best paper, best student paper and the winners of the Serious Game competition (Academic, Business and Student categories).

Exhibition & Posters session



15h15

Location: GALA conf | Exhibition Hall

Sponsors and partners

Booth	Institution	Exhibitor
D30	Immersive Factory SPONSOR GOLD	Linda Lachenmeier
B30	Numix SPONSOR GOLD	Benjamin Granier Jeff Sebrechts
A11	Start-up mission SPONSOR SILVER	Franck Tonnerre
A21 et A22	AtlanGames SPONSOR SILVER	Elsa Charrier Pierre Laloge Julien Trudelle
A12	CLARTE SPONSOR SILVER	Lionel Dominjon
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D21	ATIEF SPONSOR BRONZE	Rémi Venant Christophe Reffay
D22	Laval Mayenne Technopole PARTNER	Floortje de Vink Céline Loury

Games and VR Tools Companies

Booth	Institution	Exhibitor	Serious game
C31	L'indien du Nord	Sofiane Chiouar	Towards school inclusion
C32	WIN YOUR STAR	Grégoire Parmentier	WYS Game
C24	CCCP	Bruno Laverny	CCCP Serious Games
C23	Manzalab	Rhodia Kwemo	Kwemo Diversity Swap Serious Game
E22	Melazeta srl	Lara Oliveti	Change Game
D11	My Serious Game	Alban Péan	IFSIMULATION

Exhibition & Posters session



15h15

Location: GALA conf | Exhibition Hall

Academic Serious Games

Booth	Institution	Exhibitor	Serious game
B34	Institute of Business Information Systems University of Applied Sciences and Arts Northwestern Switzerland	Walter Dettling	Bloxxgame
B33	IADE - Faculty of Design, Technology and Communication - Universidade Europeia	Rui Patrício	ideaChef
C34	University of South Australia	Susannah Emery	Hannah : a friend in need
C33	Conservatoire national des arts et métiers	Adeline Isach	Opération LITED
D34	LIRIS - INSA LYON	Mathieu Loiseau	Luciole
D33	Grenoble-Alpes University	Carole Adam	Vigiflood
B21	Grenobles University	Lizandro Becerra	Chiribiquete
B22	University of Pembangunan Nasional "Veteran" Jawa Timur	Pratama W. Atmaja	SISGERDU
C21	Institut Arts et Métiers Laval	Simon Richir	Immersive technologies on Arts et Métiers' serious games
C22	University of Northampton	Iain Douglas	EYVE
B12	Ludwig Boltzmann Gesellschaft	Gloria Mittmann	Sometimes school's a nightmare
B11	Université UPJV Laboratoire MIS – UFR des Sciences	Marilyne Rosselle	APO
B11	Université UPJV Laboratoire MIS – UFR des Sciences	Marilyne Rosselle	3×3 brain-dumps
C12	Cognitive Augmented Reality Lab	Nazanin Ali Farshbaf Akbari	Saray
C11	Université de Franche-Comté	Frédéric Dadeau	Callabots
D21	Delft University of Technology	Mijael Bueno	TU Delft's Serious Games
E21	Faculty of Multimedia, Tabriz Islamic Art university	Mahra Amiri	KeepStep
E11	RaykaMedia; CARLab; Faculty of Multimedia at Tabriz Islamic Art University	Milad Jafari Sisi	TizRun

Exhibition & Posters session



15h15

Location: GALA conf | Exhibition Hall

Poster Presentations

Booth	Institution	Exhibitor	Poster title
B41	Greece University of Macedonia	Savvas Eleftheriadis	Office Madness: Design and pilot evaluation of a serious game for learning the C++ programming language
B42	University of Siena	Samanta Mariotti	What if "Lara Croft" becomes a video game designer? When archaeologists "dig" serious games
C41	CNRS, France	Antoine Taly	The Colectyng model for the evaluation of Game-Based Learning Activities
C42	Thailand National Institute of Development Administration	Ronakrit Taweetchainaruemitr	Farming Simulation Game for Sufficient Economy Theory Learning in Thailand
D41	Ionian University	Varvara Garneli Konstantinos Patiniotis	Game Mechanics of a Character Progression Multiplayer Role-Playing Game with Science Content
D42	India National Institute Of Technology Kurukshetra	Sameer Gupta	Guess Who? – A Serious Game for Cybersecurity Professionals
E41	Technische Universität Dresde	Sandra Schulz	Challenges in Developing an Adaptive Serious Game and in Creating a Learning Data Model
E34	Colombia Universidad Militar	Tatiana Ortegon	Developing Stethoscope Replicas for Cardiac Auscultation Training: A Comparison between Virtual Reality, Mobile, and Makerspace
E31	Delft University of Technology	Maria Freese	Digital versus Analogue Simulation Games: Influence on Validity, Play(er) Experience and Learning Outcomes
E24	Arizona State University	Vipin Verma	Predicting Real-time Affective States by Modeling Facial Emotions Captured During Educational Video Game Play

SGS General Assembly



17h00

Location : ZOOM meeting <https://kth-se.zoom.us/j/63325835974>



Serious Games Society

The General Assembly will be held at the end of GALA Conf 2020.

Agenda of the 2020 ordinary general meeting of the serious games society :

- 1) Presentation and approval of the 2019 balance sheet
- 2) Presentation and approval of the activity report of the 2020 year
- 3) Next GALA conference editions
- 4) IJSG
- 5) Webinars, workshops, game jams and similar
- 6) SGS 2021 Board Elections
- 7) Any other business



GALA 2020



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