

Special Track

Learning Analytics and Assessment in Serious Games

Focus

Serious Games (SG) offer a high potential to support and improve learning in engineering educational and training settings. But even if SG success cases do exist, it is still to be proven how this approach can be scaled up to be applied into large domains and how to simplify and streamline SG integration in the curriculum. A key aspect for SG acceptance and application is the assessment of knowledge and skills acquired through the use of the SGs. New techniques such as learning analytics and stealth assessment can contribute in this effort to better assess the students' educational gain and become a reference for new evidence-based models in education and training.

This special session has been proposed by the GALA (Games and Learning Alliance) Network of Excellence about Serious Games, funded by the EU ICT Seven Framework Programme. The objective is to collect, analyse and discuss the latest outcomes on the topic of learning analytics and assessment in SGs in engineering education and related fields (e.g. STEM+).

Topics of Interest

We seek papers concerning applications of SGs in STEM+ areas in general and in engineering education in particular. Topics include (but are not limited to):

- Learning analytics in SG to improve assessment
- Stealth assessment
- Learning analytics and visualization techniques
- Learning metrics applied to SG
- Integration of SG assessment in learning management systems (e.g. Moodle, Sakai)
- Learning analytics and standards
- Assessing learning transfer across disciplines and/or applications
- Learning analytics applied to game-like simulations

Preparation of Contributions

Use the following template to prepare your contributions:

- [IEEE Paper Template](#)

Short papers (2 pages) and full papers (4-6 pages) will be accepted.

Program Committee

Jannicke Baalsrud Hauge, BIBA - Bremer Institut für Produktion und Logistik GmbH

Rob Nadolski, Centre for Learning Sciences and Technologies, OUNL

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Important Dates

11 Nov 2013	Whole Paper Submission
16 Dec 2013	Notification of Acceptance
31 Jan 2014	Author Registration and Payment Deadline
3-5 Apr 2014	EDUCON2014

Publications

All accepted papers will appear in the EDUCON2014 proceedings, published by IEEE and listed in IEEE Xplorer, , and submitted to Scopus for evaluation.