



EDUCON2017 25-28 April 2017, Athens, Greece

Special Track “Games Engineering” Call for Papers

Today, electronic games are more than just pastimes – they are platforms through which we experience virtual situations, try out strategies, and develop respectively simulate new ideas. Games engineering is set to grow rapidly in the near future. Its wide range of engineering applications include automotive, aerospace and systems engineering, medicine, banking, and management. In this context applying games engineering to education more and more proves to be a very promising concept to strengthen self-regulated personalized learning.

Thus the special track *Games Engineering* within the EDUCON2017 Conference, aims for the first time at discussing theoretical concepts and successful applications of games engineering in the context of engineering education or further studies in this field.

Topics of interest

- Games Engineering
- Game-based Learning
- Gamification
- Serious Games
- Storytelling
- Development Of Non-technical Skills/ Meta-cognitive Skills
- Simulation
- Learning Scenarios Based On Virtual Worlds
- Project Based Learning – Capstone Projects
- Game-Based Learning Arrangements
- Tools For Developing Game-based Learning Applications
- Experience Reports

Important Dates

24 Oct 2016	Invitation to submit complete paper
28 Nov 2016	Complete paper submission Proposals for Special Sessions, Panels and Workshops
21 Dec 2016	Notification of acceptance
06 Feb 2017	Author registration and payment & Camera-ready submission
25 Apr 2017	Pre-conference workshops
26 Apr 2017	Conference opening

Games Engineering – Program Committee Chair

Matthias C. Utesch, Chair for Information Systems, Technical University of Munich

International Program Committee

Klaus P. Jantke, Chief Scientific Officer, ADISY Consulting GmbH & Co. KG

Susanne Heininger, Chair of Empirical Educational Research, TUM School of Education, Technical University of Munich

Petros Lameris, Serious Games Lab, School of Computing, Electronics and Mathematics, Coventry University

Thrasylvoulos Tsiatsos, Department of Informatics, Aristotle University of Thessaloniki

Jacqueline Schuldt (née Krebs), Head of Gamification, Fraunhofer Institute for Digital Media Technology IDMT

Minjuan Wang, School of Journalism and Media Studies, San Diego State University