Special Session GinEE – Games in Engineering Education

GinEE

Overview

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. Game-Based Learning is set to grow rapidly in the near future. Its wide range of engineering applications includes automotive, aerospace and systems engineering, medicine, banking, and management. In this context, games are successful educational approaches, mainly when they are built on one of today's well established didactic frameworks aiming at strengthening self-regulated personalized learning.

This Special Sessions (GinEE) within the EDUCON 2019 Conference, 09-11 April 2019, aims to cover all aspects of gamification including game-based learning, applications of didactic framework, games engineering, serious games, storytelling, user studies, 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 and applications for developing games in engineering education, experience reports, teaching cases, methodologies, personalization approaches as well as any work in progress. Our main goal is to bring together stakeholders for exchanging ideas and experiences and encouraging networking between academia and industry.

Topics

We welcome submissions from all topics of gamification applied to any learning process, including but not limited to the following:

- *Game-based learning*
- *Application of didactic frameworks*
- *Gamification*
- *Games engineering*
- *Serious games*
- *Storytelling*
- *Usability Studies*
- *Development of non-technical skills / meta-cognitive skills*
- *Simulation*
- *Learning scenarios based on virtual worlds*
- *Project-based learning – capstone projects*
- *Game-based learning arrangements*
- *Development Tools for games*
- *Applications of games in engineering education*

- *Experience reports*
- *Teaching cases*
- *Methodologies*
- *Personalization approaches*

Program Committee

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