



*Tentative Program*

## **International Workshop on Serious Games**

November 7, 2014  
Orlando, Florida

9:00 h Opening Remarks (*Stefan Göbel, TU Darmstadt, Germany*)

**9:30 h Invited Talk**

The Five Most Important Research Issues in Effective Game Design (from a Behavioral Scientist's Perspective) (*Thomas Baranowski, Baylor College of Medicine, Houston, Texas, USA*)

10:30 h --- coffee break ---

**11:00 h Paper Session 1: Serious Game Development**

11:00 h Serious Games Development as a Vehicle for Teaching, Entertainment Technology and Interdisciplinary Teamwork: Perspectives and Pitfalls (*Ralf Dörner, Ulrike Spierling, Hochschule Rhein-Main, Wiesbaden, Germany*)

11:15 h Matching Game Mechanics and Human Computation Tasks in Games with a Purpose (*Luca Galli, Politecnico di Milano, Italy*)

11:30 h A Method for Simulating Players in a Collaborative Multiplayer Serious Game (*Viktor Wendel, Johannes Alef, Stefan Göbel, Ralf Steinmetz, TU Darmstadt, Germany*)

11:45 h Learning Analytics and Serious Games: Trends and Considerations (*Laila Shoukry, Stefan Göbel, Ralf Steinmetz, TU Darmstadt, Germany*)

12:00 h Discussion

12:30 h --- lunch break ---

**13:30 h Paper Session 2: Serious Games in Health**

13:30 h A Natural and Immersive Virtual Interface for the Surgical Safety Checklist Training (*Andrea Ferracani, Daniele Pezzatini, Alberto Del Bimbo, Università degli Studi di Firenze, Italy*)

13:45 h Serious Games in Neurorehabilitation – A Review of Recent Evidence (*Josef Wiemeyer, TU Darmstadt, Germany*)

14:00 h Serious Game Development: Case Study of the 2013 CDC Games For Health Game Jam (*Jon Preston, Southern Polytechnic State University, Marietta, Georgia, USA*)

14:15 h Discussion

14:45 h --- coffee break ---

**15:15 h Paper Session 3: Serious Games in Education, Training and Culture**

15:15 h Lessons Learned from Testing a Children's Educational Game through Web Deployment (*Michael Christel, Scott Stevens, Bryan Maher, Matthew Champer, Samantha Collier, Ricardo Merchan Benavides, Carnegie Mellon University, Pittsburgh, Pennsylvania, USA*)

15:30 h Games for Cultural Awareness (*Jennifer Bohn, Maximilian Eibl, Arne Berger and Stefanie Müller, TU Chemnitz, Germany*)

15:45 h What makes a game challenging? - An Approach to Quantify the Challenge of an Exergame for Balance Training (*Sandro Hardy, Angelika Kern, Tim Dutz, Christoph Weber, Stefan Göbel, Ralf Steinmetz, TU Darmstadt, Germany*)

16:00 h Discussion

16:30 h Closing Remarks

16:45 h --- workshop ends ---

All speakers are strongly encouraged to bring their games to the workshop and demonstrate them during the breaks.