

**WEDNESDAY 29 JUNE** PRE-CONFERENCE ACTIVITIES

**WORKSHOP** | SERIOUS GAMES & GAMIFICATION FOR INDUSTRY

- 09:00 – 09:15 Introduction speech
- 09:15 – 10:00 Industrial Project Gamification: from need to concept to product
- 10:00 – 12:00 Case studies & Group work
- 12:00 – 12:30 Apéro & Networking

**TUTORIAL** | INTRODUCTION TO UNITY GAME ENGINE

- 14:00 – 14:10 Introduction speech
- 14:10 – 15:00 Unity: Main Concepts & Scripting
- 15:00 – 17:00 Developing simple examples
- 17:00 – 17:15 Conclusion

## THURSDAY 30 JUNE CONFERENCE SESSIONS

## Welcome &amp; Coffee

09:30 – 09:45 Opening and Welcome Speeches

## ABSTRACT | SESSION A: POLITICS, ECONOMY &amp; SOCIETY

09:50 – 10:05 **1** PBI - The Game: A cooperative game on the protection of human rights defenders  
Johan Jaquet | Peace Brigades International Suisse | Switzerland

10:05 – 10:20 **2** Showcasing game prototypes designed during the Serious Games Generalist program  
Loïc Hans | Entrée de Jeux | Switzerland

10:20 – 10:35 **3** “Let’s Help together”: am I serious?  
Olivier Reutenauer | DIGITAL KINGDOM SARL | Switzerland

## Coffee break

## SHORT PAPERS | SESSION B: BUSINESS, COMMUNICATION, MANAGEMENT

10:50 – 11:05 **4** A Serious game for firms to reduce ecological footprint using Information System  
Steve Berberat | He-Arc Gestion | Switzerland

11:05 – 11:20 **5** Extending SQL Scrolls to Teach SQL DML  
Ela Pustulka | FHNW | Switzerland

11:20 – 11:35 **6** Contrast of students’ emotional engagement during game-based learning  
Xavier Wilain | Swiss Hotel Management School | Switzerland

11:40 – 12:30 **7** Keynote Speaker 1  
How interaction modalities affect serious games and exergames efficacy  
Fabio Solari | University of Genoa | Italy

## Lunch Break

13:45 – 14:30 **8** Keynote Speaker 2  
Gamification to support data protection awareness in small businesses  
Bettina Schneider | FHNW | Switzerland

## SHORT PAPERS | SESSION C: HEALTH

15:15 – 15:30 **9** A Web-Based Framework for the Management of VR/AR Multi-Platform Exergames  
Fabio Solari | University of Genoa | Italy

15:30 – 15:45 **10** PRITS: A serious game for Law Education  
Dominique C. de Oliveira | HESAV | Switzerland

## Coffee Break

15:50 – 16:20 **11** Keynote Speaker 3  
Natural Language Interaction for Games and Gamification  
Jonathan Lassard | Concordia University | Canada

16:30 – 17:30 **12** Round Table 1

18:00 – 23:00 Social Event - Trip & Dinner on Geneva Lake

## FRIDAY 1 JULY CONFERENCE SESSIONS

Welcome &amp; Coffee

## ABSTRACT | SESSION D: TRAINING

- 09:35 – 09:50** **13** Virtual Escape Game as part of a Bachelor's and Master's degree finance course  
Fabien Degoumois | HES-SO | Switzerland
- 09:50 – 10:05** **14** Dynamilis: the app that helps 5-12-year-old children improve their handwriting  
Thibault Asselborn | EPFL | Switzerland
- 10:05 – 10:20** **15** APP CODIFICIO 2.0  
Ariel Cortes | Pontificia Universidad Javeriana | Colombia
- 10:20 – 10:35** **16** Virtual Reality Simulator Training for Teenagers with Intellectual Disabilities  
Marine Capallera | HEFR HumanTech Institute | Switzerland

Coffee break

## SHORT PAPERS | SESSION E: ART, CULTURE, TOURISM &amp; ARCHITECTURE

- 10:50 – 11:05** **17** Sarnetz: Raising awareness about CO<sub>2</sub> neutrality in a collaborative serious game  
Janina Woods | HSLU | Switzerland
- 11:05 – 11:20** **18** "BATVISION" Experiential Learning through Virtual Reality  
Eliane Zihlmann | ZHDK | Switzerland
- 11:20 – 11:35** **19** "The Thief of Homburg", a game combining archeology with modern game design to convey Swiss cultural sites.  
Mathis Ebner | Deditopia Games GmbH | Switzerland
- 11:40 – 12:30** **20** Keynote Speaker 4  
Expanded Games  
Douglas Edric Stanley | HEAD | Switzerland

Lunch break

- 14:00 – 14:50** **21** Keynote Speaker 5  
X-ode: urban rendezvous through mixed reality  
Pascal Maeder & Urbanoid development team | Urbanoid | Switzerland-Canada

## SHORT PAPERS | SESSION F: EDUCATION &amp; TRAINING

- 15:00 – 15:15** **22** Chemicastle: helping students to understand the structure-property relationship  
Olga Reinauer | Private project | Switzerland
- 15:15 – 15:30** **23** LusTra (Ludique in French, sorting Trash in English)  
Noria Foukia | HEPIA | Switzerland
- 15:30 – 15:45** **24** Professional Training via Gamified Augmented Reality Application  
Yassin Rekik | HEPIA | Switzerland

Lunch break

- 16:00 – 17:00** **25** Round Table 2
- 17:30 – 18:00** Trophees Ceremony & Closure