

Thursday 23th November, 2017

8:00 – 9:00	Registration
9:00 – 9:15	Opening Ceremony & Keynote Introduction
	UPV Rector (Pr. Francisco José Mora Mas)
	Pr. Mariano Alcañiz
9:15 – 10:15	Keynote Speaker 1 (Auditorium)
	Pr. Valery Shute
	<i>Title: Stealth assessment: What, Why, and How.</i>
10:00 – 11:00	Session 1 (Auditorium) Theory I
	Virtual stealth assessment: a new methodological approach for assessing psychological needs
	Sliced Serious Games: Conceptual Approach towards Environment-friendly Mobility Behavior
	Experimental Serious Games: Short Form Narrative in Augmented Reality Dioramas
11:00 – 11:30	Coffee Break
11:30 – 12:30	Session 2 (Auditorium) Applications I
	I-interact: a Virtual Reality Serious Game for Eye Contact Improvement for Children with Social Impairment
	Galaxy Shop: Projection-based Numeracy Game for Teenegers with Down Syndrome
	A case study into the use of Virtual Reality and Gamification in Ophthalmology Training
12:30 – 13:15	Lunch: Posters
13:15 – 13:20	Keynote Introduction (Auditorium)
	Professor Mariano Alcañiz
13:20 – 14:15	Keynote Speaker 2 (Auditorium)
	Pr. Kam Star
	<i>Title: "Are you ready for neuromorphic games?"</i>
14:15 – 15:45	Session 3 Technologies I
	Players' Performance in Cross Generational Game Playing
	Generating Consensus: A Framework for Fictional Inquiry in Participatory City Gaming
	Full lifecycle architecture for serious games: integrating game learning analytics and a game authoring tool
15:45 – 16:15	Coffee break
16:15 – 17:10	Session 4 (Auditorium) Applications II
	None in Three: The Design and Development of a Low-cost Violence Prevention Game for the Caribbean Region
	Go with the Dual Flow: Evaluating the Psychophysiological Adaptive Fitness Game Environment "Plunder Planet"
	PathoGenius: A serious Game for Medical Courses
17:10 – 17:55	Session 5 (Auditorium) Theory II
	"SKIPPING THE BABY STEPS": The Importance of Teaching Practical Programming Before Programming Theory
	BRIDGING EDUCATIONAL AND WORKING ENVIRONMENTS THROUGH PERVASIVE APPROACHES
	Conceptual Approach Towards Recursive Hardware Abstraction Layers
20:30	Gala Dinner

Friday 24th November, 2017

8:30 – 8:35	Keynote Introduction (Auditorium)
	Professor Mariano Alcañiz
8:35 – 9:35	Keynote 3 (Auditorium)
	Pr. Baltasar Fernández Manjón
	<i>Title: Game Learning Analytics to Improve Educational Games</i>
9:35 – 10:30	Session 1 (Auditorium) Application III
	Creating Location-Based Augmented-Reality Games for Cultural Heritage
	Games for Mental and Moral Development of Youth: A Review of Empirical Studies
	Reflection Continuum Model for Supporting Reflection and Game-based Learning at the Workplace - Workplace Learning and Games – Reflections from Process, Maritime and Manufacturing Industries
10:30 – 11:00	Coffee Break
11:00 – 12:00	Session 2 (Auditorium) Technologies II
	An Evaluation of Extrapolation and Filtering Techniques in Head Tracking for Virtual Environments to Reduce Cybersickness
	Creating Enriched Environments for Neuroscience Learning: A Case Study from Design Education
	Geodata Classification for Automatic Content Creation in Location-based Games
12:00 - 13:15	Session 3 (Auditorium) Theory III
	Smart Mobility, the role of Mobile Games
	Recommendations to Leverage Game-based Learning to attract Young Talent to Manufacturing Education
	An Extensible System and its Design Constraints for Location-based Serious Games with Augmented Reality
	InterPlayces: Results of an Intergenerational Games Study
13:15 – 14.15	Lunch: Exhibition, Demos, & Networking
14.15 – 15:00	Session 4 (Auditorium) Short papers & Poster presentation
	A Platformer Serious Game with Dynamic Learning Contents
	VROARRR, Audio Based VR Weapon Design
	Poster presentation
15.30	Closing Ceremony