

## Mobile Serious Games in Education (MSGE)

### Overview

Serious games have seen an exponential growth as means to help students enhance competences, skills and overall learning experience. In particular, the advent of serious games in Higher Education is perceived as a novel approach for promoting student-centred approaches to teaching and learning through the interactive, immersive and motivational game dynamics included in such games. With the parallel growth of mobile devices such as smart phones and tablets, the use of mobile serious games extends conventional platforms as means to encourage learning in out-of-class settings. This special session aims to explore the use of serious games with special focus on mobile serious games in formal and informal educational settings. Papers that explore the use of mobile serious games for formal and informal learning both for teacher's training and student's learning would be of special research interest. Therefore, we invite practitioners and researchers alike to submit papers under the following topics:

- Design and development of mobile serious games/serious games in education
- Evaluation in the form of empirical evidence on the use of mobile serious games/serious games in education
- Game analytics and mobile serious games/serious games
- Augmented reality mobile serious games/ serious games
- Mobile serious games/games for behavioural change
- New developments and trends on mobile serious games/games for education
- Integration of mobile serious games / games with Institutional Learning Management Systems
- Mobile serious games / games for continuous professional development

### Contribution Types

Proposals for participation in the Special Session can be submitted in the following formats:

- Full Papers – These include mainly accomplished research results and have 5 pages.
- Short Papers – These are mostly composed of work in progress reports or fresh developments and have 3 pages.

All submissions will be peer-reviewed by at least two reviewers. All accepted papers will be included in the conference proceedings published through IEEE Xplore®, provided at least one author pays the registration fee before October 1st 2014.

For further questions, please contact the track chair: [Petros Lameris](#)

### Important Dates

20 Sep 2014	Special session papers submission deadline
22 Sep 2014	Special session papers notification of acceptance
01 Oct 2014	Author registration deadline
13 Oct 2014	Camera-ready due
13 Nov 2014	IMCL2014 opening

### Submission

Please visit: <http://imcl-conference.org/imcl2014/submission.php> and submit your paper in the respective special session titled “**Mobile Serious Games in Education (MSGE)**”.

## **Program Committee**

### **Chair of the session:**

Petros Lamas, Coventry University, United Kingdom

### **Members**

Aristidis Protopsaltis, Friedrich-Alexander-Universität, Germany

Ian Dunwell - Coventry University, United Kingdom

Panagiotis Petridis - Aston University, United Kingdom

Craig Stewart - Coventry University, United Kingdom