IMCL International Conference on Interactive Mobile Communication, Technologies and Learning

2021 International Conference on Interactive Mobile Communication Technologies and Learning

IMCL2021

"New Realities, Mobile Systems and Applications"

Mediterranean Palace Hotel*, Thessaloniki, 4-5 November 2021
* IMCL2021 is planned as a hybrid event (remote & onsite presentations will be supported)

Special Session Call for Papers

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 & simulate new ideas. Game-Based Learning is set to grow rapidly in the near future. Its wide range of engineering applications includes automotive, aerospace, electrical 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 IMCL 2021 Conference, November 2021, Thessaloniki, Greece, aims to cover all aspects of gamification including game-based learning, applications of didactic frameworks, 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

- Game-based learning
- Application of didactic frameworks
- Gamification
- Games engineering
- Serious games
- Digital transformation
- 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
- Remote / distance /online learning

![IMCL logo] International Conference on Interactive Mobile Communication, Technologies and Learning

2021 International Conference on Interactive Mobile Communication Technologies and Learning

IMCL2021
"New Realities, Mobile Systems and Applications"

Mediterranean Palace Hotel*, Thessaloniki, 4-5 November 2021
* IMCL2021 is planned as a hybrid event (remote & onsite presentations will be supported)

Contribution Types

Papers for the Special Session should have between 8 and 10 pages.

All submissions will be peer-reviewed by at least two reviewers. Accepted papers will be included in the conference proceedings if at least one author pays the registration fee AND the paper is presented. The conference proceedings will be published as IMCL2021 Proceedings in the Springer series "Advances in Intelligent Systems and Computing".

For further questions, please contact the track chair(s).

Presentation Types

IMCL2021 is planned as a hybrid event, therefore remote & onsite presentations will be supported.

Important Dates

10 Jul 2021	Submission of complete papers for special sessions
26 Jul 2021	Notification of acceptance
06 Sep 2021	Camera-ready due & author registration deadline
04 Nov 2021	IMCL2021 Conference Opening

Submission

Please visit: https://www.conftool.org/imcl-conference and submit your paper by selecting the respective special session.

Program Committee

Chair(s)

André Thomas (co-chair), Department of Visualization, Texas A&M University, United States of America, manink@arch.tamu.edu

Klaus-Tycho Foerster (co-chair), Faculty of Computer Science, University of Vienna, Austria, klaus-tycho.foerster@unive.ac.at

Members

Matthias C. Utesch, Technical University of Munich, Germany, utesch@in.tum.de

François Bry, Institute for Informatics, University of Munich, Germany, bry@lmu.de

Matthias Gottlieb, Chair for Information Systems, Technical University of Munich, Germany, matthias.gottlieb@tum.de

Isabel John, Computer Science, University of Applied Science Würzburg Schweinfurt (FHWS) Germany, Isabel.John@fhws.de

Marek Milosz, Faculty of Electrical Engineering and Computer Science, Lublin University of Technology, Poland, m.milosz@pollub.pl

Filomena Soares, R&D Algoritmi Center, University of Minho, Portugal, fsoares@dei.uminho.pt

Thrasyvoulos Tsiatsos, Department of Informatics, Aristotle University of Thessaloniki, Greece, tsiatsos@csd.auth.gr