

Mobile Serious Games for Creativity, Cognition and Innovation (MSGCI)

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. Authors are invited to submit their research contributions or practical experience reports. All papers will be peer reviewed by at least two referees. The track provides its attendees with an opportunity to experience state-of-the-art research and development in a variety of topics directly and indirectly related to their own work, as well as, an opportunity to come up-to-date on important issues involved in the enhancement of health care and training/education with mobile technologies.

Topics

- Mobile Serious games for creativity and entrepreneurship
- Mobile Serious games for cognitive training and learning
- Mobile Pedagogical models / frameworks for serious games
- Mobile Mapping learning attributes to game mechanics
- Mobile Serious games evaluation with non-conventional methods
- Massive open online mobile serious games
- Gamification processes in mobile serious games
- Mobile serious games application in different disciplines
- Context-aware mobile serious games
- Teachers' experiences and approaches of using mobile serious games
- Students' experiences and approaches of using mobiles serious games
- Conceptions of and approaches to mobile serious games design
- 2D / 3D renderings for mobiles serious games
- Scripting processes for mobile serious games
- Procedural content generation in mobile serious games
- Investigations into balancing fun and learning features for mobile serious games
- Augmented reality / mixed reality for mobile serious games
- Brain Computer Interfaces and mobile serious games
- Mobile Serious Games for health / lifestyle applications
- Mobile Serious Games for energy / environmental preservation

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 September 15th 2015. For further questions, please contact the track chairs: [Petros Lameris](#) and [Daphne Economou](#) or visit the track web page: <http://www.seriousgamesinstitute.co.uk/news/Mobile-Serious-Games---IMCL-conference.aspx>

Important Dates

15 Jul 2015 Special session papers submission deadline
01 Sep 2015 Special session papers notification of acceptance
15 Sep 2015 Author registration deadline
15 Oct 2015 Camera-ready due
19 Nov 2015 IMCL2015 opening

Submission

Please visit: http://imcl-conference.org/imcl2015/paper_preparation.php and submit your paper as **“Special Session: Mobile Serious Games for Creativity, Cognition and Innovation (MSGCI)”**

Program Committee

Chairs of the session:

Petros Lameris, Daphne Economou, Coventry University, Serious Games Institute, UK,
Westminster University, UK

Members

- Dr Ian Dunwell, Coventry University
- Mr Nektarios Moumoutzis, Technical University of Crete
- Dr Iraklis Paraskakis, South East European Research Centre, Greece
- Dr Despina Anastasiadou, Innovation Academy, Greece
- Dr Aristos Protopsaltis, Friederich-Alexander-University
- Professor Pam Kato, Coventry University
- Dr Alex Woolner, Coventry University
- Dr Vassiliki Bouki, Westminster University
- Ioannis Doumanis, CTVC, UK
- Dr Craig Stewart, Coventry University
- Dr Panagiotis Petridis, Aston University
- Dr Markos Metzlopoulos, Westminster University, UK
- Mr Dimitris Tolis, Grant Thornton, Cyprus