

## Call for Papers

### Special Session: Game-Based Learning (GBL)

#### Overview

Today, electronic games are more than just pastimes – they are platforms through which we experience virtual situations, try out strategies, and develop respectively simulate new ideas.

Game-Based Learning is set to grow rapidly in the near future. Its wide range of engineering applications include automotive, aerospace and systems engineering, medicine, banking, and management. In this context, applying games to education proves to be more and more a very promising concept to strengthen self-regulated personalized learning. Thus, the special session Game-Based Learning within the IMCL 2017 Conference, 30 November - 01 December 2017, aims at discussing theoretical concepts and successful applications of game-based learning in the context of engineering education or further studies in this field.

#### Topics

The special session aims to support research and innovation on:

- Game-based learning
- Gamification
- Games engineering
- Serious games
- Storytelling
- 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 for developing game-based learning applications
- Experience reports

#### Contribution Types

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

- Full Paper (min. 10 max. 12 pages). These include mainly accomplished research results.
- Short Paper (min. 6 max. 8 pages). These are mostly composed of work in progress reports or fresh developments.

All submissions will be peer-reviewed by at least two reviewers. All accepted papers will be included in the conference proceedings, provided at least one author pays the registration fee. The conference proceedings will be published as IMCL2017 Proceedings in the Springer series "[Advances in Intelligent Systems and Computing](#)".

For further questions, please contact the track chairs.

#### Important Dates

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|-------------|--|
| 08 Sep 2017 | Submission of complete papers for special sessions |
| 29 Sep 2017 | Notification of acceptance                         |
| 20 Oct 2017 | Author registration deadline                       |

27 Oct 2017 Camera-ready due  
30 Nov 2017 Conference Opening

## Submission

Please visit: <https://www.conftool.net/imcl-conference/> and submit your paper as in the special session **"Game-Based Learning (GBL)"**

## Program Committee

### Chairs of the session:

Matthias C. Utesch, Chair for Information Systems, Technical University of Munich  
([utesch@in.tum.de](mailto:utesch@in.tum.de))

### Members

**Martin Cápaj**, Department of Informatics, Constantine the Philosopher University in Nitra

**Klaus-Tycho Foerster**, The Technical Faculty of IT and Design, Aalborg University

**Tim Hume**, Universal Learning Games AB

**Klaus P. Jantke**, Chief Scientific Officer, ADICOM Software GmbH

**Bill Kapralos**, Faculty of Business and Information Technology, University of Ontario Institute of Technology

**Matus Kirchmayer**, Matsuko s.r.o.

**Sergio Luján-Mora**, University of Alicante (Spain)

**Marek Milosz**, Faculty of Electrical Engineering and Computer Science, Lublin University of Technology

**Agathe Merceron**, Computer Science Department, Beuth Hochschule fuer Technik Berlin

**Hiu Fung Peter Ng**, Department of Computing, The Hong Kong Polytechnic University

**Filomena Soares**, R&D Algoritmi Center, University of Minho

**André Thomas**, Department of Visualization, Texas A&M University

**Matthew Yee-King**, Computing, Goldsmiths, University of London