Program Info

My So-Called Gamified Life
ICA Game Studies Division Preconference
25 May 2017 / Barra Barra Saloon / San Diego, CA

Event Schedule

09:00 – 09:15 Registration & Coffee
09:15 – 09:30 Opening Remarks
09:30 – 10:30 Session I: Applications in Learning
10:30 – 10:40 Break
10:40 – 11:40 Session II: Design Elements
11:40 – 11:50 Break
11:50 – 12:30 Keynote Speaker I
12:30 – 13:30 Lunch
13:30 – 14:10 Keynote Speaker II
14:10 – 15:00 Session III: Effects of Immersion & Engagement
15:00 – 15:10 Break
15:10 – 15:55 Session IV: Game Demonstrations
15:55 – 16:00 Closing Remarks

Schedule of Presentations

09:30 – 10:30 Session I: Applications in Learning

GO/STOP: A bottom-up framework to understand young children’s engagement with (exercise) video games
Antonius J. Van Rooij (Ghent U.), Sarah Anrijs (Ghent U.), Rowan Daneels (U. of Leuven), Jan Van Looy (Ghent U.)

Gamification and social comparison in learning
Lewen Wei, Michael Schmierbach (Pennsylvania State U.)

Digital game-based learning under the microscope: Effectiveness revisited
Anissa All, Elena Patricia Nuñez Castellar, Jan Van Looy (Ghent U.)

Why so serious? A study comparing the cognitive and affective outcomes of arithmetic training with paper exercises and a math game
Tine Vyvey, Anissa All, Elena Patricia Núñez Castellar, Jan Van Looy (Ghent U.)

The effect of gamification on physical activity behavior, motivation, and self-efficacy in older children: A field study on the efficacy of the virtual pet intervention
Sun Joo (Grace) Ahn (U. of Georgia)
10:40 – 11:40 Session II: Design Elements

Gamification in the wild: Evaluating contextual meaning-making of gamified learning platforms
Rob van Roy (KU Leuven), Sebastian Deterding (U. of York), Bieke Zaman (KU Leuven)

Digital games for international development: Magic bullet or limited tool? It depends on whom you ask
Jolene Fisher (U. of Colorado – Boulder)

Can learners identify complex relations in game systems?
Joe A. Wasserman, Jaime Banks (West Virginia U.)

Mechanics, narratives, and ludonarratives in gamification
Ryan Rui Yang Tan, Vivian Hsueh Hua Chen (Nanyang Technological U.)

Pointsification: Gamification of commitment and trap of decision making 101
Sylvain Payen (Concordia U.)

11:50 – 12:30 Keynote Speaker I

Gamified life: Developing products for digital natives
Anna Huerta (Zynga)

12:30 – 13:30 Lunch

13:30 – 14:10 Keynote Speaker II

Desperately seeking theory: Gamification and the promise of a new science of design
Sebastian Deterding (U. of York)

14:10 – 15:00 Session III: Effects of Immersion & Engagement

Avatarification and gender stereotypes about games and STEM fields
Rabindra Ratan, Joseph Fordham, Kyle Silva, Whitney Zhou (Michigan State U.)

Processes & effects of serious games on prosocial behavior
Sadia Ehsan Cheema (Texas Tech U.)

The psychology of immersion in augmented reality games: A user-centric view of immersion and engagement
Donghee Shin (Chung-Ang U.)

Engaging stakeholders through gamification and games: How nonprofit organizations take advantage of a new means of message-broadcasting
Cornelia Wolf (U. of Leipzig), Alexander Godulla (U. of Applied Sciences Würzburg-Schweinfurt)
15:10 – 15:55 Session IV: Game Demonstrations

VERITAS: The gamification of deception detection training

Bukit Merah: Relive
Vivian Hsueh Hua Chen, Nicholas Mario Wardhana, Katrina B. Alvarez (Nanyang Technological U.)