

GAMEDAYS //2014

The background is a solid blue color with a subtle pattern of small dots. Overlaid on this are several semi-transparent white graphics: a large silhouette of a person running towards the right, a Pac-Man character on the left, and a game controller in the center. There are also some faint lines and circles scattered across the background.

Welcome

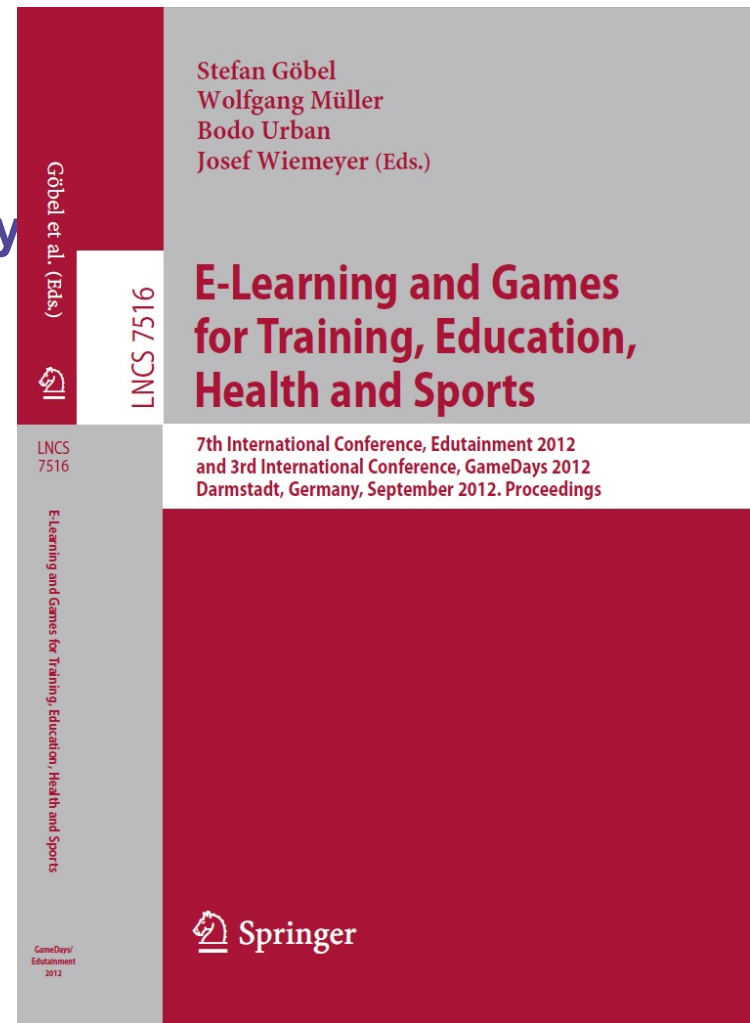
*Joint Int'l
Conference*

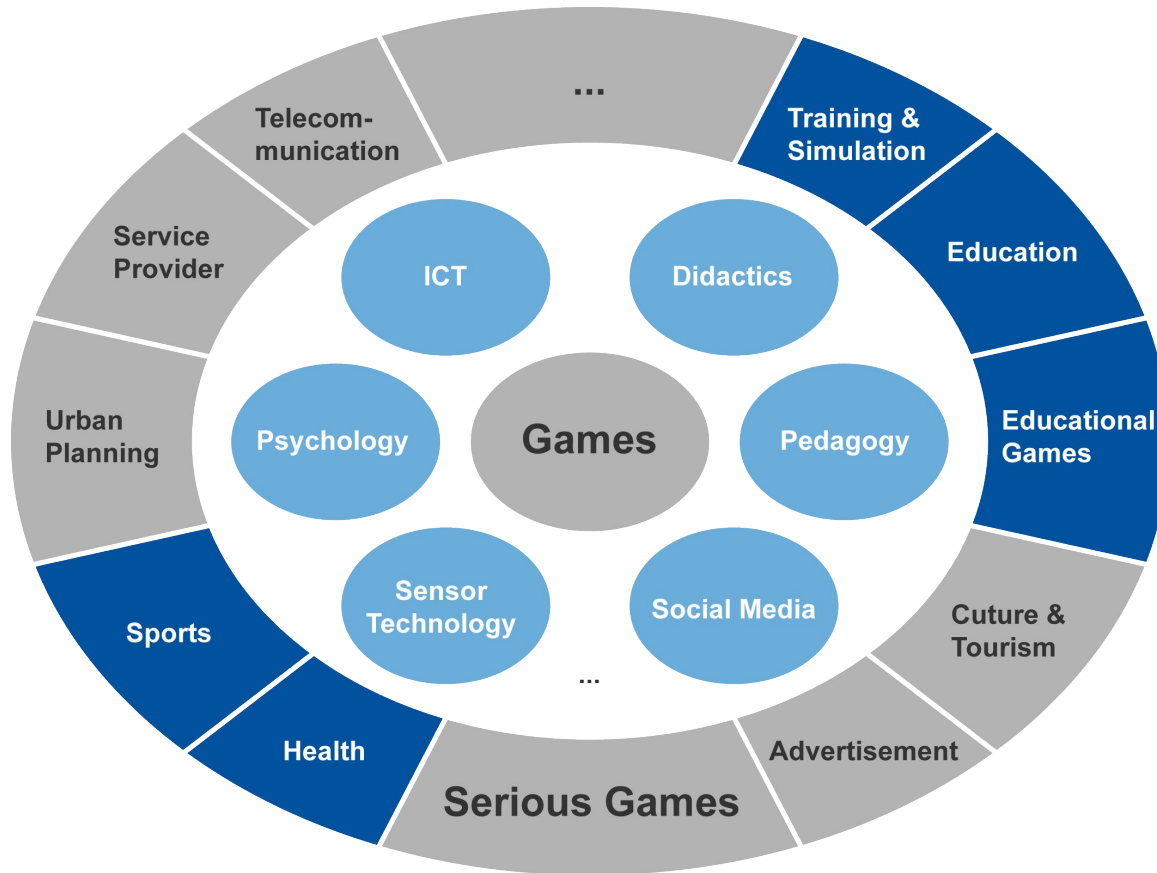
Int'l Joint Conference

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7th Int'l Conference on Edutainment
- Education & Entertainment

3rd Int'l Conf on Serious Games, GameDay





Serious Games = Game Tech/Concepts + Tech/Research ☾ SG Domains

September 18

- 10:15 Keynote Noah Wardrip-Fruin,
University of California, Santa Cruz
- 11:00 Game-based Training
- 12:50 Lunch and Demos
- 14:00 Keynote Wolfgang Müller-Wittig,
Fraunhofer IDM@NTU, Singapore
- 14:45 Game-based Teaching & Learning
I, II
- 19:00 Conference Dinner
at „Ratskeller“



September 20

- 10:00 Opening GameDays „Science meets Business“
- 10:20 2 Int'l Workshops (VICERO, StoryTec)
- 10:20 Science meets Business track (dt.)
- 17:30 Closing and Barbecue

September 19










- 09:30 Keynote ‚Floyd‘ Müller,
RMIT University, Melbourne, Australia
- Emerging Learning and Gaming
Technologies
- 12:05 Lunch and Demos
- Authoring Tools and Mechanisms
- 14:40 Keynote Henrik Hautop Lund,
Center for Playware, TU of Denmark
- Serious Games for Health
- 18:00 Best Paper Award,
Dinner & Live Music











> 20 Demos, Prototypes & Products – Please Visit, Play & Discuss..

Exhibits and Demos

In the list of exhibits click on 'Detail' to see description, contact and more screenshots.

Image	Name	Title	Contact	
	A Serious Game about Architecture http://ls.wim.uni-mannheim.de/de/pi4/people/phillip-mildner/	Ein Spiel zum Vermitteln von architektonischem Wissen in der Schule	Lehrstuhl für Praktische Informatik IV Universität Mannheim A 5, 6 68159 Mannheim, Germany	Detail
	BalanceFit	Entwicklung und Evaluation von Methoden und Konzepten zur Sturzprävention – Training der Kraft, Koordination und Balance	Dr.-Ing. Stefan Göbel htc e.V. Rundeturm 10 64283 Darmstadt	Detail
	Contest of Academies http://oca.mnd.thm.de	Game-based Learning an der Technischen Hochschule Mittelhessen	Technische Hochschule Mittelhessen Fachbereich MND Wilhelm-Leuschner-Straße 13 61169 Friedberg	Detail
	Der Chaos-Fluch: Darmstadt im Bann des Zaubers	Web-basiertes Spiel über die Stadt Darmstadt	Dr. Stefan Göbel Hessisches Telemedia Technologie Kompetenz-Center e.V. Merdstr. 25 64283 Darmstadt	Detail
	Ergo Active	Adaptive und personalisierbare Exergames für das Herz-Kreislauf-Training	Sandro Hardy Technische Universität Darmstadt Fachgebiet Multimedia Kommunikation Rundeturmstr. 10 64283 Darmstadt	Detail
	Escape from Wilson Island	A collaborative Multiplayer Serious Game	Viktor Wendel Technische Universität Darmstadt Fachgebiet Multimedia Kommunikation Rundeturmstr. 10 64283 Darmstadt	Detail
	Game Change Rio http://www.gamechangerio.org	Ein Facebook Spiel zum UN Gipfel Rio+20	CodeSustainable GmbH Neuhäufstr. 14 60322 Frankfurt	Detail
	IgEL http://www.h-ab.de/is-virtuell	Internetgestützte Energieeffizienz-Lernsoftware	Hochschule Aschaffenburg Würzburger Straße 45 63743 Aschaffenburg	Detail
	KTexflex	Wissenschaftlich fundierte Programme zur Erhaltung der geistigen und körperlichen Flexibilität	KTX Software Development Rundeturmstraße 10 64283 Darmstadt	Detail

	Multiplayer Adventures	Towards Puzzle Templates for Multiplayer Adventures	Christian Reuter Technische Universität Darmstadt Fachgebiet Multimedia Kommunikation Rundeturmstr. 10 64283 Darmstadt	Detail
	PEDALE - Peer Education Diagnosis And Learning Environment	Players assess each other's creative task solutions in story-based games	Technische Universität Darmstadt Kristina Richter Mathematikdidaktik richter[at]mathematik.tu-darmstadt.de u. Johannes Konert, Multimedia Kommunikation johannes.konert[at]kom.tu-darmstadt.de	Detail
	RepTrain	Biofeedback unterstütztes motorisch-repetitives Training in der neurologischen Rehabilitation	Sonja und Olaf Dahndke Gäthnerhofstraße 248 47804 Krefeld	Detail
	SHORE™ - Mimikerkennung und Gamecast-Prototyp http://www.iis.fraunhofer.de/bf/bsy/produkte/shore/index.jsp	Nutzung von Mimikerkennungssoftware für virtuelle Filmproduktionstechniken sowie Interaktions- und Gamedesign	Thomas Schmieder, M.A. Hochschule Mittweida Technikumplatz 17 09648 Mittweida	Detail
	StoryTec http://www.storytec.de/	Autorensystem und Framework für Serious Games	Dr. Stefan Göbel Hessisches Telemedia Technologie Kompetenz-Center e.V. Merdstr. 25 64283 Darmstadt	Detail
	Virtual Sports Teacher	Serious Games For Higher Education	Viktor Wendel Technische Universität Darmstadt Fachgebiet Multimedia Kommunikation Rundeturmstr. 10 64283 Darmstadt	Detail
	VITABalance	Vibrotaktile Unterstützung für das präventive Balancetraining	Sandro Hardy Technische Universität Darmstadt Fachgebiet Multimedia Kommunikation Rundeturmstr. 10 64283 Darmstadt	Detail
	Woodment	Online 3D Multiplayer Serious Game	Viktor Wendel Technische Universität Darmstadt Fachgebiet Multimedia Kommunikation Rundeturmstr. 10 64283 Darmstadt	Detail

10:20 Veni, vidi, VICERO – But where to start?

- Whic Virtual World is the right one?
- Scoring Model & Criteria Catalogue
- For Teaching Purposes
- Based on individual demands
- Kai Erenli

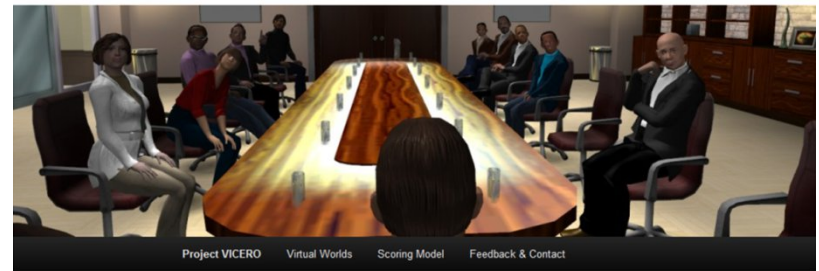
University for Applied Sciences, Vie



VICERO

A Scoring Model Aiding the Right Choice

Search



13:30 StoryTec: Authoring Cross-Platform Games

- ‚PowerPoint for Games‘
 - Predefined Templates & Minigames
 - Adaptation & Personalization
 - Export to Windows, Mac, Android, Web
 - Hands-on Exercises (bring your own content)
 - Florian Mehm, Christian Reuter
- TU Darmstadt, Multimedia Communication



Organisation

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Conference Locations

- Best Paper Award & Soical Events at Sep 19, 20:
TU Darmstadt, Multimedia Communications Lab – KOM
- Talks & Exhibition:
Fraunhofer IGD

Registration & Help Desk

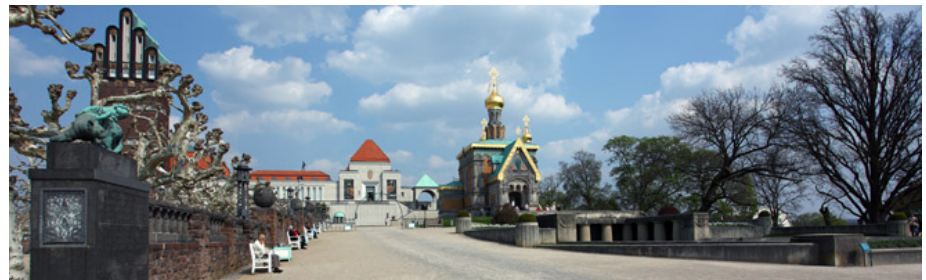
- Please Register for the Workshops
- Technical and Organisational Support

W-LAN

- Please Use the Fraunhofer IGD Guest

Sightseeing Program

- e.g. City Tour Darmstadt on Sep 20
- Cooperation with Darmstadt Marketing
- Please contact the Registration



Cooperation Partners

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TECHNISCHE
UNIVERSITÄT
DARMSTADT



KOM – Multimedia
Communications Lab



Fraunhofer
IGD

Hessen

IT



Lecture Notes in
Computer Science

LNCS LNAI LNBI



the language of science



2012, 2013, 2014

GAMEDAYS //2014

Edutainment & GameDays 2012, www.gamedays2012.de

- 39 Submissions (18 Countries), 22 Accepted (LNCS),
>= 3 Reviews per Paper (>40 PC Members)
- Program, Speaker Profiles, Exhibits
- Impressions & Resumee

Edutainment 2013, September ??, Sydney, Australia

- Host: ..

GameDays 2013, March 21-22, Darmstadt, Germany

- Serious Games Research Panel (+ industry)
- Workshops & Open Door Day

GameDays 2014, March .. , Darmstadt, Germany

- 4th Int'l Conference, CFP will appear early 2013
- Science meets Business Track



Serious Games - Theory, Technology & Practice

