https://GSGS.ch

GSGS'23

8th INTERNATIONAL CONFERENCE ON GAMIFICATION & SERIOUS GAMES
JUNE 26-30, 2023, NEUCHATEL, SWITZERLAND

Monday, June 26
Room CA1-233

Workshop
Serious Game → concept & design

Workshop
Serious Game → practical session

Indus ⇔ Acad GSGS aperitif

Tuesday, June 27
Room CA1-233

Workshop
Gamification → concept & design

Workshop
Gamification → practical session

Indus ⇔ Acad GSGS aperitif

Wednesday, June 28
Room CA1-233

Stands & exposition

Networking
Speed dating
Lunch
Roundtable #1
Roundtable #2
Roundtable #3

Indus ⇔ Acad GSGS aperitif

Thrusday, June 29
CA1 main auditorium AUD-224

Conference opening
Session A
Keynote speaker #1
Session B
Lunch & Demo
Keynote speaker #2
Session C
Keynote speaker #3

Demo

GSGS Gala Dinner & social event

Friday, June 30
CA1 main auditorium AUD-224

Session D
Keynote speaker #4
Session E
Lunch & Demo
Keynote speaker #5
Session F
Keynote speaker #6
Trophies & closing

Demo

Thrusday, June 29 — CA1 main auditorium AUD-224

Conference Speech Section Opening
08:30 - 09:10 *Coffee & Croissant*
09:10 - 09:30 *Welcome Speeches*

Session A Health 1
09:40 - 09:55	*A Serious Game for the Assessment of Social Apathy*	Solari, Fabio
09:55 - 10:10	*Herzfroh 2.0: Sexuality Education through a Narrative Serious Game*	Huwiler, Ariana
10:10 - 10:25	*Happy Heart: A Game about Healthy Lifestyles for Nepalese Teenagers*	Bai, Hua
10:25 - 10:40	*Human Emotions and Learning Life-saving Skills*	Lemaire, Vincent

10:40 - 11:00 *Coffee Break*

Keynote speakers
11:00 - 11:45 *Ethical and Pedagogical Reflections around SGs in Therapeutic Education of Adult Patients* — Aubry, Jean-Denis — Rusch, Emmanuel

Session B Health 2
11:50 - 12:05	*Covid Vaccine Game for Teens*	Amresh, Ashish
12:05 - 12:20	*Co-creation of SGs to Acquire a Professional Skill*	Dini, Sarah
12:20 - 12:35	*Glasgow Coma Scale Simulator*	Rekik, Yassin Aziz
12:35 - 12:50	*Gamifying the EoL Project with 3D Rendering*	Gobron, Stéphane

12:50 - 13:00 *GSGS'23 official conference picture*

13:00 - 14:10 *Lunch & Demo testings*

Keynote speakers
14:15 - 15:00 *Paradigm Shift in Citizen Science: Videogame Payer Helping Researcher* — Szantner, Attila — Waldispühl, Jérôme

Session C Culture, Society, Tourism
15:00 - 15:15	*Geome from design to subjective XP in a museum*	Morard, Simon
15:15 - 15:30	*Time Travellers*	Gulkova, Mariia
15:30 - 15:45	*Lausanne 1830: "Histoires de Registre"*	Rochat, Yannick
15:45 - 16:00	*In My Time of Loss*	Hamidi Madani, Narges
16:00 - 16:15	*AL2049, a Playful Museum's Visit to Grasp the Issues of Complexity*	Morard, Simon

16:15 - 16:45 *Coffee Break*

Keynote speaker
16:45 - 17:30 *The Power of Gamification: Lowering Barriers to Technical Learning and Increasing Diversity in the Tech Sector* — Nocerino, Federica

GSGS'23 Social event
19:00 - 22:00 *Gala dinner by the lake*

Demo

Friday, June 30 — CA1 main auditorium AUD-224

08:30 - 09:30 *Coffee & Croissant*

Session D Education
09:30 - 09:45	*Intelligame*	Héritier, Aurélien
09:45 - 10:00	*Learning Java Loops and Control Structures by Moving a Ladybird*	Pustulka, Elzbieta
10:00 - 10:15	*Learnie*	Larouziere, Cedric
10:15 - 10:30	*The Biases of Artificial Intelligence*	Von Ritter-Zahony, B.P.

10:30 - 10:50 *Coffee Break*

Keynote speaker
10:50 - 11:40 *The Role of Gamification in the Emerging Thinking Economy* — Michelucci, Pietro

Session E Politics, Economy, Environt
11:45 - 12:00	*How to Kill your Island*	Robert, Thomas
12:00 - 12:15	*Bard*	Périllaud, Faustine
12:15 - 12:30	*EcoGestes*	Bollinger, Dominique
12:30 - 12:45	*Powerplay*	Castella, Jérôme

12:45 - 13:00 *GSGS'23 additional conference picture*

13:00 - 14:00 *Lunch & Demo testings*

Keynote speaker
14:00 - 14:45 *Designing Effective Serious Games* — Jaccard, Dominique

Session F Training
14:50 - 15:05	*Driving Theory Test Learner*	Cirilli, Simon
15:05 - 15:20	*The Negotiator*	Monaco, Pierre-Benjamin
15:20 - 15:35	*Exergame Cloud Platform - Decoupling Input Devices from Games*	Joos, Patrick
15:35 - 15:50	*Enhancing Gamification within an Online Brainstorming Tool*	Lopez, Sergio

15:50 - 16:10 *Coffee Break*

Keynote speaker
16:10 - 17:00 *The Design Process of the Rotbeesten?! (Rotten Beasts?!)* — Boschma, Doris

Conference Closing
17:00 - 17:15 *Rewards : (1) proceeding enigma, (2) interactive quiz & (3) conference trophies*
17:15 - 17:30 *Closing speeches*

Demo

ACCESS / MAP

The GSGS conference has evolved from a half-day in 2016 to a full week this year, with over 50 interventions: workshops, project presentations with 25 short speeches, 8 keynote speakers, and demos.

All these interactions will present topics at the heart of current events: ethics, soft skills, healthcare, aging, AI, ecology, and environment.

University of Applied Sciences and Arts Western Switzerland (HES-SO)
HE-Arc, School of Business & Administration,
Espace de l'Europe 1, 2000 Neuchatel, Switzerland

REGISTRATION