Special Track “Games Engineering”
Call for Papers

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. Games engineering 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 engineering to education more and more proves to be a very promising concept to strengthen self-regulated personalized learning.

Thus the special track Games Engineering within the EDUCON2017 Conference, aims for the first time at discussing theoretical concepts and successful applications of games engineering in the context of engineering education or further studies in this field.

Topics of interest

- Games Engineering
- Game-based Learning
- Gamification
- 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

Important Dates

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<th>Date</th>
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<tr>
<td>24 Oct 2016</td>
<td>Invitation to submit complete paper</td>
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<tr>
<td>28 Nov 2016</td>
<td>Complete paper submission</td>
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<td>Proposals for Special Sessions, Panels and Workshops</td>
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<td>21 Dec 2016</td>
<td>Notification of acceptance</td>
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<td>06 Feb 2017</td>
<td>Author registration and payment &amp; Camera-ready submission</td>
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<td>25 Apr 2017</td>
<td>Pre-conference workshops</td>
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<td>26 Apr 2017</td>
<td>Conference opening</td>
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Games Engineering – Program Committee Chair

Matthias C. Utesch, Chair for Information Systems, Technical University of Munich

International Program Committee

Klaus P. Jantke, Chief Scientific Officer, ADISY Consulting GmbH & Co. KG
Susanne Heininger, Chair of Empirical Educational Research, TUM School of Education, Technical University of Munich
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Thrasyvoulos Tsiatsos, Department of Informatics, Aristotle University of Thessaloniki
Jacqueline Schultd (née Krebs), Head of Gamification, Fraunhofer Institute for Digital Media Technology IDMT
Minjuan Wang, School of Journalism and Media Studies, San Diego State University