26th International Conference on Interactive Collaborative Learning
52nd IGIP International Conference on Engineering Pedagogy

ICL2023
„**Towards a Hybrid, Flexible and Socially Engaged Higher Education**"

NH Madrid Ventas, Madrid, Spain 26-29 September 2023

ICL Special Session
Call for Papers

Title

GinEE – Games in Engineering Eduation

Acronym

GinEE

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 includes automotive, aerospace and systems engineering, medicine, banking, and management. In this context, games are successful educational approaches, mainly when they are built on one of today's well-established didactic frameworks aiming at strengthening self-regulated personalized learning.

This Special Sessions (GinEE) within the ICL/IGIP 2023 Conference, September 2023, Madrid, Spain, aims to cover all aspects of gamification including game-based learning, applications of didactic frameworks, games engineering, serious games, storytelling, user studies, 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 and applications for developing games in engineering education, experience reports, teaching cases, methodologies, personalization approaches as well as any work in progress. Our main goal is to bring together stakeholders for exchanging ideas and experiences and encouraging networking between academia and industry.

Topics

This special session aims at presenting the latest developments in the games in engineering education area, exchanging new ideas and discussing open research questions and future directions. Original contributions that provide novel applications, studies, and experiences related to this topic are very welcome. Potential topics include but are not limited to:

- *Game-based learning*
- *Application of didactic frameworks*

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- *Gamification*
- *Games engineering*
- *Serious games*
- *Digital transformation*
- *Storytelling*
- *Usability Studies*
- *Development of non-technical skills / meta-cognitive skills*
- *Simulation*
- *Learning scenarios based on virtual worlds*
- *Project-based learning – capstone projects*
- *Game-based learning arrangements*
- *Development Tools for games*
- *Applications of games in engineering education*
- *Experience reports*
- *Teaching cases*
- *Methodologies*
- *Personalization approaches*
- *Digital Credentials, Micro-Credentials,*
- *Digital Badges*
- *Remote / distance / online learning.*

Program Committee

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- *Matthias C. Utesch, Chair for Information Systems and Business Process Management, Technical University of Munich, Germany, utesch@in.tum.de*
- *André Thomas, Department of Visualization, Texas A&M University, United States of America, manink@arch.tamu.edu*

Members

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