

Call for papers

Special Track Game-Based Learning

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 include automotive, aerospace and systems engineering, medicine, banking, and management. In this context, applying games to education proves to be more and more a very promising concept to strengthen self-regulated personalized learning.

Thus, the special track *Game-Based Learning* within the ICL 2017 Conference, 27-29 September 2017, aims at discussing theoretical concepts and successful applications of game-based learning in the context of engineering education or further studies in this field.

Topics of interest

- game-based learning
- gamification
- games engineering
- 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

We kindly invite authors to submit their full papers for review by 22 May 2017 latest, following the submission guidelines at <http://www.icl-conference.org/icl2017/> .

Game-Based Learning – Program committee chair

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

International program committee

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