

Call for Papers:

# IGIP GinEE Award

## IGIP International Award for Games in Engineering Education 2019

### Overview

Today, electronic games are more than just pastimes – they are platforms through which we experience virtual situations, try out strategies, and develop/simulate new ideas. Their wide range of engineering applications include automotive, aerospace and systems engineering, medicine, banking, and management.

Thus, the IGIP Award for Games in Engineering Education within the ICL 2019 Conference, 25-28 September 2019, Intercontinental Bangkok, Thailand, focuses on awarding outstanding best practices and successful applications that aim at game-based learning and industry oriented game learning in the context of engineering education or further studies in this field. Another objective is evaluating the efficacy of serious games in terms of enhancing learning and teaching during game play in the context of engineering education.

We kindly invite authors to submit for review, according to the deadline `Submission of complete papers for all submission types` of ICL main conference:

1. a Full Paper (10-12 pages) following the submission guidelines of ICL conference describing the technical application area of the game, its learning objectives, target group, methodical approach, applied IT tools/ platform and an evaluation including results as well as a conclusion.

### Topics

- Applications of game-based learning in engineering education
- Tools for developing game-based learning applications
- Capstone projects based on games
- Games for developing non-technical skills/meta-cognitive skills
- Simulation of technical systems
- Games engineering
- Gamification of learning scenarios for engineers
- Trends of game-based learning in engineering education
- Experience reports

## Program Committee

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