

	19th European Conference on Games Based Learning			
	Physical Programme			
	ECGBL 2025, 1-3 October 2025			
	Nord University, Høgskolevegen 27, 7600 Levanger, Norway			
	Wednesday 1st October			
10:00	PlayDay - Come and play educational games and talk to the developers			
10:00	Developing Educational Games Interactive Workshop			
10:00	Developing Educational Escape Rooms Interactive Workshop			
18:00	Pre-conference Registration and Welcome Drink at Thon Partner Hotel Backlund (ends at 19:00)			
	Thursday 2 October			
08:30	Registration and Coffee			
09:00	Auditorium: Storsalen: Welcome and Opening of the Conference			
09:15	Keynote Presentation: Elin Festøy Game development to teach mental health literacy and best practice trauma treatment			
10:00	Conference Splits into Streams			
	Room: Auditorium: Storsalen Stream A: Mini Track on Educational Escape Rooms Chair: Panagiotis Fotaris	Room: No1114 Stream B: Gamification Chair: Mike Wa Nkongolo	Room: Auditorium: Rosasalen Stream C: Skill development Chair: Christopher Gledhill	Room: Auditorium: Oransjesalen Stream D: PhD and Masters Colloquium Chair: Jorge Oceja Castanedo
10:20	Designing AI-Enhanced Educational Digital Escape Room Games (EDERGs): A Framework for Teacher Implementation Merve Kara, Zeynep Cömert and Yavuz Samur, Bahcesehir University, Istanbul, Turkey	Mastery Learning as Gamification: Level-Up Through High-Transparency Assessments Guttorm Sindre, Norwegian University of Science and Technology, Trondheim and Line Kolås, Nord university, Norway	Augmenting Spatial Learning and Problem-Solving in Game-Based Education Through Virtual Environments Tuğçe Gökçen Kütüklü, Bahcesehir University, İstanbul, Turkey	A Theoretical Model for Game Mechanics: Bridging Design, Practice and Education Rafael Albuquerque University of Vale do Itajai, Florianópolis and Flávio Santos, Santa Catarina State University, Brazil (PhD) Light Up: Educational Board Games with FLOW and Experiential Learning Theory Saowaluk Poommarin, Witat Fakcharoenphol and Tussatrin Wannagatesiri, Kasetsart University, Thailand (PhD) Development of a Basic Guide to Board Game Mechanics for Educational Board Game Design Ratchakorn Wetworanan, Kasetsart University, Nakorn Pathom, Thailand (PhD) GBL-080 Towards a Tasks-Interactions-Environment (TIE-SSG) Framework Guiding Integration of Serious Games in Education for Enhanced Practical, Clinical Competences Tord Frøland, Ilona Heldal, Western Norway University of Applied Sciences, and Elisabeth Ersvær, University of Inland Norway, Norway (PhD) Tasks-Interactions-Environment for Simulations and Serious Games (TIE-SSG) Framework: Exploring Practical Applications Tord Frøland, Ilona Heldal, Western Norway University of Applied Sciences and Elisabeth Ersvær, University of Inland Norway, Norway (PhD) Threat Forge: Using a Narrative Game to Explore Future Societal Challenges Peadar Callaghan, Tallinn University, Estonia (PhD) Rewriting History: How Digital Games are Revolutionising NSW Secondary History Classrooms. Shea Rigney, Nathan Berger and Roberto Parada, Western Sydney University, Australia (Masters)
10:40	The Quest for Learning: Pedagogical and Interaction Design Perspectives on Quest Rooms Karin Johansson, Jakob Bandelin and Jon Back, Uppsala University, Sweden	Defeating V.I.L.E. with Carmen Sandiego: GBL and Gamification for Teenagers with Intellectual Disabilities Ana Manzano León, University of Almería and Paula Rodríguez Rivera, University of Vigo, Spain	Design of A 2D Rhythm-Based Shooting Game for Skill Development Lanlan Gao, National University of Ireland Maynooth, Ireland and Hongyi Lan, Xiamen University, China	
11:00	Structured Co-Creation and Story-telling for Escape Games in Basic Chemistry Courses Luana Silveri, Marise Timmenga and Michael Lerch, University of Groningen and Alice Veldkamp, University of Utrecht, the Netherlands (Presentation Only)	Beyond the Game: Identity, Ethics, and the Transformative Power of Role Play in Business Simulations Michael O'Brien, William Hogan and Yvonne Costin, University of Limerick, Ireland	Enhancing Cyber-Security Learning with In-game Feedback Nipuna Hiranya Weeratunge and Rune Hjelsvold, NTNU, Norway	
11:20	Escape Room Challenges to Foster Engagement and Skills in Computer Science Claudia Solis and Cristina Gonzalez, Tecnológico de Monterrey, Mexico	Transforming Math Anxiety into Engagement: The Impact of RPG-Based Gamification on Middle School Students Masiar Babazadeh, Massimo Maffioli and Rossana Falcade, University of Applied Sciences and Arts of Southern Switzerland	LEGO® SERIOUS PLAY® (LSP): Enhancing FYP Research Proposal Development Siew Wei Gan, Kang Nee Ting and Sue-Mian Then, University of Nottingham, Malaysia (Presentation Only)	
11:40	Exploring Reality in STEAM: High-Tech Instruments as Cognitive Amplifiers in Escape Rooms Alfred Steinbach and Claudia Buser, University of Teacher Education St. Gallen, Switzerland (Presentation Only)	Gamification for Enhanced Recycling Engagement in Circular Economies Timo Kahl, Ubaida Dib, Marwin Wiegard and Frank Zimmer, Hochschule Rhein-Waal, Germany	Designing Meaningful AI-Generated Dialogue: The Behaviour-Driven Conditional Prompting Framework for Serious Games Kamiel de Visser, Grafisch Lyceum Utrecht, Anders Bouwer, Amsterdam University of Applied Sciences and Ivo Swartjes, &Ranj, The Netherlands	
12:00	Future Teachers' Perceptions of Different Educational Escape Room Designs Mária Čujdiková, Katarína Jánošková and Peter Vankúš, Comenius University in Bratislava, Slovakia	Embedding Reflective Game Design (RGD) into Digital Game Based Learning: Design Recommendations and Empirical Insights Anjuman Shaheen, Falmouth University and Panagiotis Fotaris, University of Brighton, UK	Meta-Analyzing Experiential Game-Based Learning in Entrepreneurship Education Tharrenos Bratitsis, University of Western Macedonia, Florina, Greece, Marta Ferreira Dias, Verónica Kryvohubchenko, Marlene Amorim and Joana Carrilho, Universidade de Aveiro, Portugal	
12:20	Lunch	Lunch	Lunch	Lunch

	Room: Auditorium: Storsalen Stream A: Mini Track on Educational Non-Digital Games Chair: Sónia Pais	Room: No1114 Stream B: Analytical Models and Game-based building Chair: Lantao Gao	Room: Ny2105 Stream D: Game Design Chair: Michael O'Brien	Room: Auditorium: Oransjesalen Game Judging: In Development Games Judges: Panagiotis Fotaris & Stefan Göbel Briefing at 13:20
13:30	Exploring Sustainability Through Board Game Design as a Learning Approach in Schools Birgitte Henningsen, Anders Simmelkjaer Laraignou, Erik Ottar Jensen and Thorkild Hanghøj, Heidi Hautopp and Nanna Klingenberg Andersen, Aalborg University, Denmark	Polimatrix: Conversation Analysis as a Method for Evaluating Performance in Matrix Games Christopher Gledhill, Lichao Zhu, Université Paris Cité, France and Natalia Zwarts, The Hague University of Applied Sciences, Netherlands	Creating the Foundation for a Virtual Game-based Learning Lab to Stimulate Distance Education Peter Mozelius and Andreas Hellerstedt, Mid Sweden University, Sweden	See separate Games Programme for details
13:50	Beyond Traditional Teaching: Games and Origami as Tools for Mathematics Learning Andreia Hall, Sónia Pais, University of Aveiro, Portugal and Maria Luisa Sonia Spreafico, Università degli Studi di Milano, Italy	Modeling Language Acquisition in Commercial Off-the-shelf Games: A Multiple Case Study Leonardo Sorrentino, Tallinn University, Estonia	Game Design and Teaching for Understanding Mike Cosgrave, University College Cork, Ireland	
14:10	Board Games and Mathematics: A Winning Strategy for Teaching Rational Numbers Anabela Hilário, Escola Básica de Mafra, Sónia Pais, Polytechnic Institute of Leiria, and Andreia Hall, University of Aveiro, Portugal	Bridging Theory and Practice: Evaluating a Game-based VR Approach in Construction Education Arda Çatışkan and Suzan Girginkaya Akdağ, Bahcesehir University, Türkiye	Understanding Systems Engineering Decision-Making Through Game-Based Simulation: Insights from Industry Sherly Denis, Marcus Pereira Pessoa and Maarten Bonnema, University of Twente, The Netherlands	
14:30	Conceptual Understanding and Systems Thinking Skills in Carbon Neutralization in Farming Role-Play Board Game for Science Teacher Professional Development Kulthida Nugultham, Sunisa Thapseang, Nantarat Kruea-In and Tussatrin Wannagatesiri, Kasetsart University, Thailand	Bridging Virtual and Real: Gamification in Teaching Architectural Features with Assassin's Creed Odyssey Nagehan Yağmur Şimşek Sönmez, Bahcesehir University, Istanbul, Turkey	AI-Designed vs. Human-Designed Educational Games: A Systematic Literature Review Yavuz Samur and Zeynep Cömert, Bahçeşehir University, Turkey (Presentation Only)	
14:50	Fostering Data Literacy Through the Delta i Data! Game Package: Teacher Insights Fride Klykken, University of Bergen and Rosaline Barendregt, Western Norway University of Applied Sciences, Norway	Teaching Industrial Engineering Through Simulators Based on Gamification and XR Reality Carlos Alberto Gonzalez Almager, Rommel Pacheco, Anna Sofia Rivera Aguirre, Leonardo Cervantes Perez, Santiago Alducin Villaseñor, Juan Manuel Murillo and Andre Agle, Tecnológico de Monterrey, Mexico	It's Going to be Amazing: Exploring Children's Game Play and Making Jennifer Jenson, Nora Perry, The University of British Columbia and Suzanne de Castell, Simon Fraser University, Canada	
15:10	<i>Refreshment Break</i>	<i>Refreshment Break</i>	<i>Refreshment Break</i>	<i>Refreshment Break</i>
	Room: Auditorium: Storsalen Stream A: GBL Issues Chair: Ian Hill	Room: No1114 Stream B: Mini Track on Games for Civic Education Chair: Martin Sillaots	Room: Ny2105 Stream D: Games for Trust, Story telling and Literature Chair: David Gérouville-Farrell	Room: Auditorium: Oransjesalen Stream D: Game Based Learning Chair:
15:40	Tailored Gamification in Manual Assembly: System Implementation and Study Design for Long-Term Evaluation Johannes Hug and Jörg Wollert University of Applied Sciences Aachen, Germany	Affective Authenticity and Indigenous Memory in Digital Game Landscapes Chenru Xue, University of Turku, Finland (Presentation Only)	When the Coyotes Slept, They Could see Stars, Liquor and Smoke: Creativity, Engagement, and Play in Recombinatory Writing Games (RWGs) Allen Jones, University of Stavanger, Norway	Needs Analysis to Define a Digital Learning Game Aimed at Coping with Mathematics Anxiety Jenni Huhtasalo, Mirka Leino, Janika Tommiska, Sari Merilampi, Satakunta University of Applied Sciences, Finland and Sonia Palha, Amsterdam University of Applied Sciences, Amsterdam Ljerka Jukic, University of Osijek, Croatia, Leonard Busuttill, James Calleja,
16:00	A Preliminary Analysis of Gamification on Assembly Language Programming Education Muhtar Çağkan Uludağlı, İzmir University of Economics, Turkey	AmendMe: A Table Game to Teach European Parliament's Legislative Process Martin Sillaots and Mikhail Fiodotau, Tallinn University, Estonia	Co-designing Visual Novels in Literary Education: Instruments for Measuring Learner Engagement Cláudia Silva, Marlene da Rocha Migueis, University of Aveiro and Filipe T. Moreira, Polytechnic of Guarda, Portugal	Enhancing Student Engagement and Knowledge Retention through Game-Based Learning: A Comprehensive Framework Integrating Game Design and Learning Theories Gordon Matthew, Veruschka Pelsner-Carstens, Byron Bunt and Lance Bunt, North-West University, South Africa
16:20	Virtual Experiential Learning Environments (VEEs) & Learning Styles Theory Julio Garay, City University of New York /Bronx Community College, NY, USA and Jairo Orjuela, JGO Scientific Learning, Colombia (Presentation Only)	Playing Democracy: Papers Please and the Development of Critical Citizenship in Secondary Education Júlia Vilasis-Pamos and Jorge Ocejá, University of the Balearic Islands, Spain (Presentation Only)	Comic4Welfare: An Interactive Comic-Based e-Learning Platform for Animal Welfare Education Akshatha Hariharan, Steffi Wiedemann, Ido Iurget, Anja Waldmann and Anabela Parente, Rhine-Waal University of Applied Sciences, Germany et al	Phygita Game-Based Learning (PGBL) in Early Childhood: An Exploratory Review Tanmoyee Rajkhowa, Ludwigsburg University of Education, Germany
16:40	Neuroplastic Reflective Game Design: A Framework Bridging Neuroscience and Game-Based Learning Anjuman Shaheen, Lowenna Whitehead, Falmouth University, UK Panagiotis Fotaris, University of Brighton, UK	Games to Reach Politically Disengaged Groups with Media Literacy Interventions Andrew Fowler, More in Common, London, UK (Presentation Only)	Trust, Pedagogy and Play Suzanne de Castell, Simon Fraser University, Vancouver and Jennifer Jenson, University of British Columbia, Canada	Preparing the eLuna Visual Language for Human-AI Co-Specification and Code Automation Fredrik Breien and Francine Janneke Schevenhoven, University of Bergen, Norway
17:00	<i>Close of conference day</i>	<i>Close of conference day</i>	<i>Close of conference day</i>	<i>Close of conference day</i>
TBC	<i>Bus to Conference Dinner Departs</i>			
19:00	Conference Dinner at Scandic Stiklestad, Stiklestad Alle 350, 7656 Verdal, Norway			

	Friday 3 October				
09:00	Auditorium: Storsalen Opening Messages				
09:05	Keynote Presentation: Tim Laning, Grendel Games, Leeuwarden, The Netherlands Lapitude: Advancing Global Surgery Education & Training through good game design				
09:50	Introduction to ECGBL 2026				
10:00	Poster Presentations, Game Demos and Refreshments				
10:55	<i>Conference Splits into Streams</i>				
	Room: Auditorium: Storsalen Stream A: Games in Higher Education Chair:	Room: No1114 Stream B: Education Chair: Eliana Silva	Room: Auditorium: Rosasalen Stream C: Real Life Application Chair: Byron Bunt	Room: Ny2105 Stream D: Gamification Chair: George Wolf-Jackson	Room: Ny2204 Stream E: Games in Business Chair: Teddy Nambaziira
11:00	Megagames as a Methodology to Foster Learning in Higher Education Sonia Palha , Anders Bouwer Erwin Crasbeek and Daan van Smaalen , Amsterdam University of Applied Sciences, The Netherlands	From Curriculum to Gameplay: A Workshop Method for Educational Game Design Wolfgang Brabänder , Ruben Gielisch , Polona Caserman , Kaja Langer , Lisa Scharrer Josef	Cultural Games Creation: An applied Game Jam Model Wilson Almeida , Filipe Luz , Maria Gonçalves , Inês Nunes and Micaela Fonseca , Lusofona University, Portugal	The Role of Gamification in Learning Transfer: Does Early Skill Learning Predict Performance in Complex Tasks? Katharina Richter and Michael Kickmeier-Rust , University of Teacher Education St. Gallen,	Best Practices in Cross-Sector Partnerships for Educational Game Design Jacob Abell , Jacob Abell, Baylor University and Lynn Ramey , Vanderbilt University, USA
11:20	Game Based Learning: A Scoping Review of Research in Higher Education Jordana Garbati and Nicole Skrepnek , University of Toronto Mississauga, Canada	ColorFit – A print-and-play and digital game for assessing color perception Daniele Aurelio , Carlo Alberto Iocco , Alessandro Rizzi , Università degli Studi di Milano, Italy, Liliana Silva , Michela Bettinelli and Elsa Manzini Università degli Studi di Modena e Reggio Emilia, Italy	The Spectrum of Abstraction and Realism in Serious Games for Learning Kristina Risley , University of Southampton, Winchester, UK, Zoltan Buzady, Corvinus University of Budapest, Hungary and Xu Liang , Dublin City University, Ireland	Investigating Pupils' Motivation with a Reward-driven Feature in a Game-based Learning Environment Inès Plessis-Ouzariah , Lionel Alvarez , Aous Karoui , Université de Fribourg, Switzerland, Qui Cung Hoang , Haute Ecole Pédagogique de Fribourg and Thierry Geoffre , Université du Luxembourg, Luxembourg	Game Changers: The Design and Evolution of a Games Based Learning Programme in Formal and Informal Education Settings Mary Coogan , Trócaire, Dublin, Ireland (Presentation Only)
11:40	Enhancing Learning Through VR Game Design in Higher Education Cristina Gonzalez and Claudia Solis , Tecnológico de Monterrey, Mexico		Evaluating Multiplayer Game-Based Training for Earthquake Evacuation: A Systematic Review Berfin Deniz Çakmak and Ahmet Gün , Istanbul Technical University, Türkiye	Railway Quest: A Gamified Teaching Platform for Concurrent and Parallel Programming Masiar Babazadeh , Diego Frei , Massimo Bortolamei , Mirko Gelsomini , Adriano Cicco , Loris Bruno and Tiziano Leldi , University of Applied Sciences and Arts of Southern Switzerland	CiteSaga: Lessons Learned in Serious Game Development for Academic Integrity Education Lance Bunt , Byron Bunt , Gordon Matthew and Veruschka Pelser-Carstens , North-West University, South Africa
12:00	Level-Up Tutor-Qualification: A Digital Escape Room for Game-based Learning in Higher Education Michelle Pippig and Sabrina Hänsel , Dresden University of Technology, Germany		Sudoku-based Educational Games for Developing STEM Skills Vedrana Mikulić Crnković , Bojan Crnković , Martina Holenko Dlab and Ivona Traunkar , University of Rijeka, Croatia	From Chance to Strategy: Advancing Educational Games about Vertebrates for Elementary Students Nantarat Krueain , Kulthida Nugultham and Thanarat Taewattana , and Kittiphan Wiboonsin Kasetsart University, Thailand	Tiers of Engagement II: Profiling the Characteristics of User Engagement and Motivational Tiers in Business Simulators Jørn Weines and Martin Guttormsen , UiT The Arctic University of Norway, Norway
12:20	<i>Lunch</i>	<i>Lunch</i>	<i>Lunch</i>	<i>Lunch</i>	<i>Lunch</i>

	Room: Auditorium: Storsalen Stream A: eSports Chair:	Room: No1114 Stream B: VR and AI Chair: Danei Rall	Room: Auditorium: Rosasalen Stream C: Accessibility in Games Chair: Julio Garay	Room: Ny2105 Stream D: Games and Health Chair: Ian Hill	Room: Ny2204 Stream E: Cyber Security Chair: Kubra Kaymakci-Ustuner
13:20	Teacher Positions and Play Qualities in eSports at Specially Planned Youth Education Programmes Peter Gundersen , University College Absalon, Roskilde, Thorkild Hanghøj and Erik Ottar Jensen , Aalborg University, Denmark	Using VR as a New Pedagogical Approach for Food Science and Technology Education in Hong Kong Hin-Yeung Chan and Sze-Tsan (Clifford) Choy , The Hong Kong Polytechnic University, Hong Kong SAR	Games Inclusion Lab: Accessible Games with Neurodivergent Adults through Iterative Play and Design Filipe Luz , Cátia Casimiro , Pedro Fernandes , Pedro Gouveia , João Freireand and Carla Sousa , Lusófona University, Portugal	Bringing Healthcare-Level Hand Hygiene Skills to Children Through Iterative App Design Stuart Criley , David Ing , Indelible Learning, Richard Criley , UC Berkeley and Williams Criley , Vanderbilt University, USA et al	Enhancing Cyber-Security Education Through Multi-Opposing-Role Gameplay and Simulations Nipuna Hiranya Weeratunge and Rune Hjelsvold , NTNU, Norway
13:40	Dialogic Teacher Facilitation of Esports Activities for Vulnerable Youth Erik Ottar Jensen , Aalborg University, Copenhagen, Peter Bukovica Gundersen , University College Absalon and Thorkild Hanghøj , Aalborg University, Denmark	AI-Powered Game-Based Learning for Project Management Education Matthew Daniels , University of Limerick, Ireland	Impact of Math Ludo on Skills in Students with Dyscalculia Fatemeh Jafarkhani , Mohammad Bagher Hasanvand , SeyedAli Hosseini and Ali Shirkarami , Allameh Tabataba'i University, Iran	Increasing STEM Career Interest in Middle Schoolers Through a Health-Themed Serious Game Benjamin Emihovich , Jasminka Criley , California State University Los Angeles, Nelson Roque , Pennsylvania State University, Pennsylvania, USA, Williams Criley , Vanderbilt University, Tennessee, USA, Richard Criley , University of California Berkeley, California, USA, Stuart Criley , Indelible Learning, Los Angeles, California, USA, Jasmine Alagoz , University of Southern California,	Evaluating Cybersecurity Awareness in Employees Using Gameplay: Data and Machine Learning Models Mike Nkongolo , University of Pretoria, South Africa and Mahmut Tokmak , Burdur Mehmet Akif Ersoy University, Türkiye
14:00	Social Inclusion of Vulnerable Youth Through eSports Education Thorkild Hanghøj , Aalborg Universitet, Copenhagen, Peter Bukovica Gundersen and Anna Kathrine Frørup , University College Absalon, Denmark	Designing a User-Centered Adaptive Gamified Learning System: A Multidisciplinary Approach from Pedagogy to Artificial Intelligence Moataz Elkady , Michele Dassisti , Politecnico di Bari, Elvira Zazzera and Giambattista Stigliano , Kad3, Italy	Empowering Sustainable Development through Game-Based Learning: A Case Study Using the OER Game 'Prosper' in the GREAT Project Byron Bunt , Lance Bunt , Deon van Tonder and Dorothy Laubscher , NWU, Vanderbijlpark, South Africa (Presentation Only)	A Systematic Review of Serious Game for Training Emotion Regulation Skills in Preschool Children Catarina Gonçalves , Eliana Silva and Luís Paulo Reis , University of Porto, Portugal	Secret Hacker: A Learning-Based Cybersecurity Game for Group-Based Settings George Wolf-Jackson , Oxford Brookes University, UK
14:20	Awards to the Game Awards, best PhD presentation and the best poster				
14:45	Conference Summary and Close				
	Posters will be presented on Friday Morning during the coffee break. Please give your poster to the registration desk on arrival and we will display it for you.				
	Posters to be presented on Friday Morning				
	Diagnosing and Correcting Misconceptions in Newtonian Mechanics Through an Interactive Learning Game Katharina Richter and Michael Kickmeier-Rust , University of Teacher Education St. Gallen, Switzerland (Poster Only)	Facilitated Gaming for Vulnerable Children and Youth with Special Educational Needs: A Systematic Review Johnny Daugbjerg and Thorkild Hanghøj , Aalborg University, Denmark (Poster Only)	Developing ACT-R Model for Key Concept Recall in a Multilayered K-12 Educational Game Farshid Farzan , University of Memphis, TN, USA and Paria Bikdeli , Islamic Azad University, Science and Research Branch, Iran (WIP)	Designing a Gamified Learning Tool for Enhancing Project Monitoring Skills in Technical Engineering Projects Martijn Mos and Marcus Pereira Pessoa , University of Twente, the Netherlands (WIP)	VR-evacuation training using no/low-code Minecraft versus high-fidelity Unity solutions Lund Torben , Kristian Emil Takvam and Trym Gallefoss , Høgskulen på Vestlandet / Bergen, Norway
	Towards a Framework for Studying Collaboration and Designing Games for Research Hainan Yu and Pedro Cardoso-Leite , University of Luxembourg, Luxembourg (Poster Only)	Enter the Learning Realm: Playful Worldbuilding for Immersive Education Kate Sullivan , Heriot-Watt University, Edinburgh, UK (Poster Only)	IMPACT: An Unplugged Board Game to Introduce Programming Concepts in Primary Education Janine Trütsch , Larissa Meyer-Baron and Bernadette Spieler , Zurich University of Teacher Education, Switzerland (WIP)	VAFUG: A Model for Designing Educational Activities Grounded in Game Studies and Aesthetics Alejandro Lozano , University of Salamanca, Santos Urbina and Jorge Oceja , University of the Balearic Islands, Spain (WIP)	Serious Game for Emotion Regulation Training in Elementary Teachers David Fang , Eliana Silva and Luís Paulo Reis , University of Porto, Portugal (Poster Only)
	A Co-Design Protocol for a Serious Game Supporting Emotion Regulation in Children Bárbara Carvalho , Eliana Silva and Luís Paulo Reis , University of Porto, Portugal (WIP)	POLY-UNIVERSE Game Family in Preschool and Primary school STEAM Education Edith Debrenti , Partium Christian University, Oradea, Romania (Poster Only)	Divergent Design: Disrupting Systems through Game Experiences Stephanie O'Dell Daugherty , Virginia State University / Virginia Commonwealth University, Richmond, Virginia, USA (WIP)	Serious Games in a Graduate-level Human Physiology Course Arne Christensen , Westfield State University, Massachusetts, USA (WIP)	Empowering Student Developers: Integrating Mental Health Recovery Narratives in Social Impact Games Teddy Nambazira , Helga Dis Isföld Sigurdardottir and Victor Manuel Perez Colado , Nord University, Norway

19th European Conference on Games Based Learning Virtual Programme ECGBL 2025, 1-3 October 2025 Hosted by ACI and Nord University, Norway Conference runs to Norway summer timings (GMT+2, CEST) THIS IS A PRELIMINARY TIMETABLE AND SUBJECT TO CHANGE - ONLY REGISTERED AUTHORS WILL APPEAR ON THE SCHEDULE		
Thursday 2 October		
08:30	Zoom Room 1 Opens	
09:00	Welcome and Opening of the Conference	
09:15	Keynote Address: Elin Festøy Game development to teach mental health literacy and best practice trauma treatment	
10:00	Conference Splits into Streams	
	Zoom Room 1 Stream A: Chair:	Zoom Room 2 Stream B: Educational Non-Digital Games Chair: Francesca Maria Dagnino
10:10	Creation of Retro Games Room Supporting Student Belonging Gavin Baxter , Tom Caddell and Thomas Hainey , University of the West of Scotland, UK	Testing the Game: Gamma Finance as a Design-Based Prototype for Financial Literacy in Higher Education Lina Marrugo-Salas , Andrés Laborde , Jorge Monsalve and Alba Cardenas , and Natalie Morales Londoño , Universidad Tecnológica de Bolívar, Colombia
10:30	Development of a Serious Game for British Sign Language Education Lara McIntyre , Thomas Hainey and Gavin Baxter , University of the West of Scotland, Scotland, UK	Analogue Games and Digital Literacy: The NetSmart Case Study with Older People Claudilene Perim , Carla Sousa and Manuel José Damásio , Universidade Lusófona, Portugal
10:50	Empathic Design Thinking Framework: For Digital Serious Game Development Raluca Ionela Maxim and Joan Arnedo-Moreno , Universitat Oberta de Catalunya, Barcelona, Spain	Learning While Developing a Game: The Case of an Introductory Course on Industrial Engineering and Management Helena Alvelos , Andreia Hall , Sónia Pais , Ana Rosa Damas , Lara Pereira , Marta Rocha and Rafael Ferreira , University of Aveiro, Portugal
11:10	The Reach of Digital Games and their Potential as Global Communication Tools Jane Yau , DIPF Leibniz Institute for Research and Information in Education, Frankfurt Am Main, Germany, Paul Hollins , Rebecca Harris and Anchal Garg , University of Greater Manchester, UK et al	A Serious Game That Builds Energy Literacy Through Communication and Collaborative Gameplays Liu Qi Chen and Camarine Heng , Science Centre Singapore, Singapore (Non-Academic)
11:30	From Barriers to Bridges: AI-Powered Mini-Games for Accessible Game-Based Learning Antje Wild and Florian Neymeyer , HNU, Germany	Innovative Game-Based Teaching of Entrepreneurship for Secondary Education: The Little Business Leader JianYuan Chen and QiSheng Han , UCSI University, Kuala Lumpur, Malaysia (Non-Academic)
11:50	Enhancing Art Education for Generation Z Through Immersive Virtual Reality Ana Laura Escobedo Navarro , Tecnológico de Monterrey, Mexico and Mario Alberto Caudillo Melgoza , CLeaders, Estado de México, México	Developing "Carbon Venture": The Role of Design Facilitation and Expert Collaboration in Educational Board Games for Future Scenarios. Sukumal Surichamorn , Found By Design Co., Ltd, Bangkok, Thailand (Presentation Only)
12:10	Development of a Serious Game for Practicing Pronouns Joanne Lawrie , Thomas Hainey and Gavin Baxter , University of the West of Scotland, UK	Designing a Role-Play Activity About Social-Emotional Learning for the Indian Context based on the Integrated Design Framework for Playful Learning Ekaterina Muravevskaia , Indiana University, Indianapolis, USA, Bicky Kuriappan , Amrita University, India and Karen Schrier , Marist University, USA
12:30	Lunch	Lunch

	Zoom Room 1 Stream A: Gamification Chair: Amedeo Viccari	Zoom Room 2 Stream B: Education Chair: Michaela Kröppl	Zoom Room 3 Stream C: PhD and Masters Colloquium Chair: Victor Manuel Perez Colado 13:30-14:20
13:30	AI Exploratorium: A Gamified Interactive Exhibition for Developing Critical AI Literacy Tina Maljur , European Institute for Participatory Media - EIPCM, Berlin, Jasminko Novak , Jessica Laufer and Sarah Gnoth , IACS – Institute of Applied Computer Science Hochschule Stralsund – University of Applied Sciences, Germany	A Physical Chemistry Escape Room with 4 Metals Michaela Kröppl , University of Applied Sciences Upper Austria, Wels, Austria	With or Without You: A Comparison of Single and Multi-Player Game-Related Assessments Tobiasz Naryniecki , University of Warsaw, Poland (PhD) Have You Ever Experienced Someone Else's Breakup in First Person Suvrangshu Barua and Martino Paglarani , University of Gothenburg, Sweden (PhD) Impact of Ashiyan Board Game on Iranian Students' Understanding of Native Vertebrates Mostafa Omid , Fatemeh Jafarkhani and Ali Shirkarami , Allameh Tabataba'i University, Iran (PhD) Teaching the Solar System with a Video Game Dongzhou Fang and Helmut Hlavacs , University of Vienna, Austria (Masters) Tangential Learning in Board Game Design to Introduce Peranakan Culture Shanty Rahayu and Sri Rachmayanti
13:50	Designing Limes Text: Adapting an Educational Video Game into a Text-Based Format for Controlled Experimental Comparisons Amedeo Viccari , University of Tübingen and Lisa Bardach , University of Gießen, Germany	The Great Garbage Patch: The Bionauts' Challenge: An Educational Escape Room on Marine Plastic Pollution and on Possible Solutions Fabio Chiarello , et al., CNR-IFN, Rome, Italy	
14:10	Using AI and Cognitive Taxonomies to Map Learning Processes in Board Games Andrea Tinterri , Pegaso University, Naples, Federica Pelizzari , Milan Catholic University of the Sacred Heart and Marilena di Padova , University of Foggia, Italy	Playful Citizen Discussion Space to Help Steer Society Towards Water Security Paul Watson , Paul Hollins , Rebecca Harris , University of Greater Manchester, Bolton, UK Simon Egenfeldt-Nielsen , Serious Games Interactive, Copenhagen, Denmark, Katharina Koller , Claudia Fabian and Barbara Kiestlinger , Centre for Social Innovation, Vienna, Austria	Zoom Room 3 Stream C: Virtual Poster Session Chair: Victor Manuel Perez Colado 14:20-15:00
14:30	Change the Game with Vaccines: A "Play and Learn" Workshop for Science Education Daniela Fioretti , Fabio Chiarello , Istituto di Farmacologia Traslazionale (CNR-IFT), Rome, , Istituto di Fotonica e Nanotecnologie (CNR-IFN), Rome, Luisa Bracci Laudiero and Sandra Iurescia , Istituto di Farmacologia Traslazionale (CNR-IFT), Rome, Italy	Framing the Development of a Gamified App for M-health and Well-being Francesca Maria Dagnino , Nicolò De Salvo , Istituto Tecnologie Didattiche, Consiglio Nazionale delle Ricerche, Italy, Jana Goldberg , Johanniter Unfall-Hilfe e.V./Johanniter-Akademie Mitteldeutschland, Deutschland and Nadine Sturm , Johanniter Österreich Ausbildung und Forschung, Austria, Łukasz Klapa , Danmar Computers, Poland	Emotional-Driven Gameplay: Exploring Gesture-Based Interactions in XR Environments Sharmishtha Sen and Harshita Prakash , Rmit University, Australia (WIP) Game-Based Learning for Autism: A Tabletop Approach to Theory of Mind Jiangyue Liu , Yishu Huang and Joey Lee , Columbia University, USA (WIP) Scroll, Click, Reflect: A Game-Based Simulation to Challenge Diet Culture and Promote Body Image Resilience and Nutrition Awareness Türkcan Tugba , Istanbul Gelişim University, Türkiye (Poster Only) Empowering Student Developers: Integrating Mental Health Recovery Narratives in Social Impact Games Teddy Nambazira , Helga Dis Isfold Sigurdardottir and Victor Manuel Perez Colado , Nord University, Norway Educational Games as a Method of Teaching Information Literacy Ingunn Rødland , Gry Ane Lavik and Fride Haram Klykken , University of Bergen, Norway (Poster Only)
14:50	Gamification in Volunteer Feedback: Do Digital Rewards Really Work? Kim Siebeneicher , Edit Söderqvist and Georgios Palamas , Malmö University, Sweden	Immersive Virtual Reality Experience for Informed Career Decision-making Manuel Antonio Caudillo Melgoza and Mario Alberto Caudillo Melgoza , Tecnologico de Monterrey, Mexico	
15:10	<i>Break</i>	<i>Break</i>	<i>Break</i>
	Zoom Room 1 Stream A: Implementation Chair: Georgios Palamas	Zoom Room 2 Stream B: Culture & Accessibility Chair: Grace Leung	Zoom Room 3 Stream C: Climate Chair:
15:30	Italian Teachers' Attitudes and Competence According to the Acceptance Game-Based Learning (AGBL) Questionnaire Maria Clara Dicataldo , University of Foggia, Italy, Marika Lamacchia , Francesco Facciorusso , University of Macerata and Massimiliano Andreoletti , Catholic University of the Sacred Heart, Italy and Andrea Tinterri , Pegaso Telematic University, Naples, Italy	Preserving Cultural Memory through Narrative Games Giammarco Tosi , Independent Researcher, INSEAD MBA, Milano, Italy (Presentation Only)	Advanced Gamification to Enhance Lifelong Learning: A Second Hybrid Implementation Mario Alberto Caudillo Melgoza and and Manuel Antonio Caudillo-Melgoza , Tecnologico de Monterrey, Mexico City, Mexico
15:50	Digital Games in Engineering Education: A Systematic Literature Review on Contributions to the Development of the Problem-Solving Competence Alfonso M. Pereira and Margarida M. Marques , Universidade de Aveiro / CIDTFF / DEP, Portugal	Educational Games for Indirect Length Comparison in Sighted and Blind Students Archontoula Arvanitaki and Chrysanthi Skoumpourdii , University of the Aegean, Greece	Who Learns from City Games? Examining the Role of Motivation, Personality, and Experience Joshua Juvrud , Uppsala University, Visby, Sweden, Nabeel Bhimani , Illinois Wesleyan University, Alina Dau , Bowdoin College and Comfort Randolph , Vanderbilt University, USA, Lillian Shattuck , Middlebury College, Middlebury, VT, USA and Curt Gurvich , State University of New York, Plattsburg, NY, USA
16:10	Implementing Tabletop Role-Playing Games for Workplace Learning: The ADVENTURE Framework in Practice Capobianco Davide , University of Venice "Ca' Foscari", Venice and Manganello Flavio , Institute for Educational Technology, National Research Council, Genoa, Italy	Comparing Virtual Reality and Flat-screen Biofeedback Games for Learning Emotion Regulation Skills Grace Yat Sum Leung , Benjamin Cook , Lucie Daniel-Watanabe and Naresh Subramaniam , University of Cambridge, UK (Presentation Only)	Quest: Journey Through the Lifespan: Gamified Learning for Engagement, Empathy, and Real-World Application Rebecca Howell , Forsyth Technical Community College, Winston-Salem, NC, USA
16:30	Immersive Game-Based Experiential Learning for International Business Challenges Aline Castillo Moreno , Tecnologico de Monterrey and Mario Alberto Caudillo Melgoza , CLeaders, Mexico	From Perception to Participation: A Case Study of Gamified Learning in Engineering Education Elizabeth Mena-Avilés , Alejandro Martínez-Borquez , Jorge Arturo Ruelas-Mejía , Rodolfo Mendoza-Gómez and Iván Miguel García-López , Tecnologico de Monterrey, México	Managing Resources and Reducing Greenhouse Gas Emissions Through Game-based Learning to Achieve Zero Emission Farms Sobah Abbas Petersen , Kay Lyngedal , Andreas Hæstad and Thomas Evja Thingsaker , Norwegian University of Science and Technology, Norway
16:50	Close of Conference Day		

Friday 3 October		
09:00	Opening Messages	
09:05	Keynote Presentation: Tim Laning, Grendel Games, Leeuwarden, The Netherlands Lapitude: Advancing Global Surgery Education & Training through good game design	
09:50	Introduction to ECGBL 2026	
10:00	Conference Splits into Streams	
	Zoom Room 1 Stream A: GBL Issues Chair: Thomas Hainey	Zoom Room 2 Stream B: Educational Games Showcase 10 minute game demos
10:10	Game Over (GO!): A Transformative Model for Entrepreneurship Education through Game-Based Experiential Learning Lina Marrugo , Universidad Tecnológica de Bolívar, Cartagena de Indias, Colombia	XrSkills Carlos Vaz de Carvalho, GILT / Instituto Superior de Engenharia do Porto, Portugal (Game-025) ShoeGAME Carlos Vaz de Carvalho, GILT / Instituto Superior de Engenharia do Porto, Portugal (Game-024) FLER Carlos Vaz de Carvalho, GILT / Instituto Superior de Engenharia do Porto, Portugal (Game-023) Carbon Venture : Invest for the future Sukumal Surichamorn, Found by design Co., Ltd., Thailand (Game-062) Event Dot : Connective System Game Sukumal Surichamorn, Found by design Co., Ltd., Thailand (Game-060) "Discovering the Zoo: The Adventure of Knowledge" Archontoula Arvanitaki, University of the Aegean, Greece (Game-049) Hidden Variables: A Deceptive Game of Particle Physics Nicholas Godfrey, Queensland University of Technology, Australia (Game-043)
10:30	From Code to Character: Investigating Personality in Generative AI-Driven Educational Avatars Gunver Majgaard , and Maria Andersen , University of Southern Denmark, Denmark	
10:50	Serious Game Design and Evaluation: Light Propagation and Reflection in Elementary Education Anastasia Tsita , Independent Designer, Greece Aikaterini Bazlakou and Angelique Dimitracopoulou , University of the Aegean, Rhodes, Greece	
11:10	A Structured Approach for Designing Effective Serious Games for Learning: Analyzing Requirements to Derive Key Components Zahara Abdulhussan Al-Awadai , Technical University of Munich (TUM), Munich, Germany	
11:30	Talk To Transform: Designing Game Mechanics for Competency Building in Conflict Transformation Processes Sukumal Surichamorn , Found by Design Co.,Ltd, Bangkok, Thailand (Presentation Only)	
11:50	Designing Game Components for Thought Visualization: Enhancing Systems Thinking Skills Through Event Dot Game. Sukumal Surichamorn , Found By Design Co., Ltd, Bangkok, Thailand (Presentation Only)	
12:10	Close of Virtual Conference	Close of Virtual Conference