20th European Conference on Games Based Learning

Physical Programme

ECGBL 2026, 30 September - 02 October 2026

Technische Universität Darmstadt, Merckstraße 25, 64283 Darmstadt, Germany

Wednesday 30 September

10:00 PlayDay - Come and play educational games and talk to the developers in the Lobby Area of S306

10:00 Developing Educational Games Interactive Workshop Room: S3/20-4

10:00 Educational Escape Rooms Interactive Workshop Room: S3/20-5

18:00 Pre-conference Registration and Welcome Drink (ends at 19:00) T.H.E Darmstadt Hotel, Kasinostr. 6, Darmstadt, 64293, Germany

Thursday 1 October

08:30 Registration and Coffee

09:00 Room: 051
Welcome and Opening of the Conference

09:15 Keynote Presentation: Anna Lisa Martin-Niedecken
Extended Reality Training: New Opportunities for Physical Activity Promotion

10:00 Conference Splits into Streams

	Room: 051 Stream A: GBL and Children Chair: Sarah von Styp Rekowski	Room: 052 Stream B: STEM Chair: Micaela Fonseca	Room: 053 Stream C: Mini Track on Educational Escape Rooms Chair: Panagiotis Fotaris	Room: 146 Stream D: Mini Track on Game-based Learning for Lifelong Learning Chair: Martin Steinicke	Room: 21 Stream E: PhD and Masters Colloquium Track Chair:
10:20	Exploring Teachers' and First-grade Students' Perceptions of a Game Friendly School Project in a Primary School Context Merve **Kara** and Enisa **Mede**, Bahcesehir University, Istanbul, Turkey GBL-020	Quantum Taboo: A Game-based Approach to Exploring Quantum Concepts Simona **de Luca**, Antigone **Marino**, National Research Council, Naples, Italy and Sara Rosaria **di Nuzzo**, Ministero dell'Istruzione e del Merito, Naples, Italy	From Measurement to Meaning: A High-Tech Instrument Escape Game for STEAM Education Frank **Gfeller** and Alfred **Steinbach**, St.Gallen University of Teacher Education, Switzerland (Presentation Only) GBL-105	What Makes a Video Game "Good"? A Case Study with Secondary Students Jorge **Oceja**, Purificación **Martínez** and Santos **Urbina**, Universitat de les Illes Balears, Palma, Spain GBL-114	Theory-Informed Design of a Location-Based Game for Language Learning Donald **Richardson**, University of St Andrews, Scotland (PhD) GBL-003 Scaffolded Game-based Simulation Design for Conceptual-Operational Transition in Railway Education Jiaming **Liu**, TU Braunschweig, Bijan **Khosrawi-Rad**, Leuphana University Lüneburg, Ricarda **Schlimbach**, Hochschule Heilbronn and Jörn **Pachl**, TU Braunschweig, Germany (PhD) GBL-062 A Tripartite Framework for the Co-design of an Awareness-raising SG Addressing Visual Impairment: A Systematic Literature Review Nicolas **Roecklin** and Nour **El Mawas**, Université de Lorraine and CREM, Metz/Nancy, France (PhD) GBL-137 Revisiting the Serious Game Classification and Definition Alice **Thise**, University of Liège, Belgium (PhD) GBL-071 +G30 Right Opinion: Fidelity and Learning Design in a Food Poisoning Card Game Mario **Michaelides**, Brunel University of London, UK (PhD) GBL-236 AI-assisted Scene Synthesis in the 3D Educational Game Authoring Tool GameTULearn Florian **Horn**, Vincenti Alessandro and Stefan Göbel, Technical University of Darmstadt, Germany (PhD) GBL-142 Scientific Escape Room: A Science Communication initiative evaluated by Generic Learning Outcomes Bruna **Magiole**, Fernanda Irene Bombonato, Nuno Inácio Passos Abreu de Oliveira, Federal University of Juiz de Fora, Juiz de Fora, Brazil Frans Wagner **de Salles Junior**, CAVE Educational Center, Juiz de Fora, Brazil (Masters) GBL-159 Learning Through Dissonance: Modeling Cognitive Conflict in Narrative-Driven Educational Games Jingyu **Wang** and Imran **Hazra**, Northeastern University, Vancouver, Canada (Masters) GBL-148 Goodwill Grind: A Career Simulation Game for Civic and Professional Education Javeriya **Khan**, Simona **Hans**, Xuoum and Saif **Ali**, AJK Mass Communication Research Center, Jamia Millia Islamia, New Delhi, India (Masters) GBL-183
10:40	Children in Digital Movement: Facilitating Exergame-based Learning Lars **Elbæk** and Nanna **Jacobsen** University of Southern Denmark, Denmark GBL-006	Exhibiting Advanced Mathematics with Casual Games in Science Centres Lena **Pareto**, Gothenburg University, Sweden GBL-186	The search of the lost Equilibrium: An ER for STEMS life long learning Alessandra **Rocco**, Simona **De Luca**, Lorena **Affatato** and Mario **Barra**, CNR (Consiglio Nazionale delle Ricerche)- Istituto Nazionale di Ottica, Napoli, Italy	The ComeThinkAgain Project: Playful Computational Thinking in Primary Teacher Education Through Game Mechanics Bernadette **Spieler**and Melanie **Kieber**, Zurich University of Teacher Education,Switzerland GBL-116	
11:00	Playful Pedagogy: Student Perceptions of Academic Skill Development Through Board Games Jordana **Garbati** and Nicole **Skrepnek**, University of Toronto Mississauga, Canada GBL-007	Who Tells the Better Math Story? Exploring Gen AI in a Digital Algebra Game Kubra **Kaymakcı-Ustuner**, Effie **Lai-Chong Law** and Frederick WB **Li**, Durham University, UK GBL-096	Effects of Digital Escape Games on Motivation in Primary Mathematics Education Hana **Ulrichova**, Otto **Suchanek**, Magdalena **Zavodna** and Tomas **Javorcik**, University of Ostrava, Czech Republic GBL-040	Unlocking Convergent Thinking and Insight: Brain Games as Tools for Lifelong Learning of Creativity Maxence **Mercier**, KEDGE Business School, Paris, France, Jiayin **Liu** and Todd **Lubart**, Université Paris Cité, France (Presentation only) GBL-126	
11:20	*Short Break*	*Short Break*	*Short Break*	*Short Break*	
11:30	Emotion Detectives: Co-designing Inclusive SEL Games with Preschool Children Joana **Silveira**, Ana Isabel **Veloso** and Oksana **Tymoshchuk**, Universidade de Aveiro, Portugal GBL-216	Design Principles for a Digital Game to Address Mathematics Anxiety in the Classroom Sonia **Palha**, Daan **van Smaalen**, Anders **Bouwer**, Amsterdam University of Applied Sciences, The Netherlands, Ljerka Jukic **Matic,** University of Osijek, Osijek, Croatia, Jenni **Huhtasalo,** Janika **Tommiska**, Faculty of Technology, Satakunta University of Applied Sciences, Pori, Finland and Leonard **Busuttil**, University	Design and Evaluation of a Digital Educational Escape Game for AI Literacy Julia **Thurner-Irmler**, University of Augsburg, Germany GBL-042	Designing an Integrated-reality Megagame for Lifelong Learning Competency Development Mario **Caudillo**, Aline **Castillo**, CLeaders, Cuautitlán Izcalli, Mexico and Marco Aurelio **Santos Basurto**, Scadimo, Mexico City, Mexico GBL-227	
11:50	Play to Protect: Evaluating Cyber Threat Defender in South African Cybersecurity Education Lance **Bunt**, Michael **De Jager** and Luke **Coetzee**, North-West University, Vanderbijlpark, South Africa GBL-027	Collaborative Learning in the Caribbeans: Onboarding the Math Pirates Peter **Mozelius**, Jimmy **Jaldemark**, Mid Sweden University, Sundsvall, Sweden, Rasmus **Pechuel** and Tim **Kreuzberg**, Ingenious Knowledge, Cologne,	Investigating Educational Escape Room Games in Mathematics: Effects on Achievement and Perceptions Huveyda **Tukle**, Yavuz **Samur** and Merve **Kara**, Bahcesehir University, Istanbul, Turkiye GBL-170	One Game Does Not Fit All: Designing Financial Education Serious Games Across the Life Course Célia **Magras**, Association Crésus, Strasbourg, France (Presentation only) GBL-253	
12:10	Gaming in the classroom: a phenomenological study of student experiences Ciaran **Curtin**, Private, Carlow, Ireland (Presentation only) GBL-260	Smarty Pants Stick to Your Periodic Table! Learning Nomenclature and Formula Writing Rolling Dice! Julio **Garay**, City University of New York/Bronx community College, New York, USA (Presentation only) GBL-018	From Vibe Coding to Playable Educational Escape Rooms: Extending Room2Educ8 for AI-Assisted Prototyping Panagiotis **Fotaris**, University of Brighton, UK and Theodoros **Mastoras**, University of Macedonia,		

12:40 Room: 051
Keynote Presentation: Prof. Dr.-Ing. Florian Mehm
Game-Based Learning in Higher Education: Past, Present, and the Scalable Future of Digital Pedagogy

13:20	*Lunch*	*Lunch*	*Lunch*		*Lunch*

	Room: 051 **Stream A: Artificial Intelligence and Educational Games: When AI Meets Learning through Play** **Chair: Christopher Gledhill**	**Room: 052** **Stream B: Different Approaches to Learning using GBL** **Chair: Peter Vankúš**	**Room: 053** **Stream D: Motivation & Support** **Chair: Jordana Garbati**	**Room: 146** **In Development Game Judging**	**Room: 21** **Stream E: PhD Colloquium Track** **Chair: Michael Kickmeier-Rust**
14:30	AI-Supported Adjudication in Educational Wargames: Integrating LLMs for Strategic-level Simulations Thorsten **Kodalle**, Ugur **Uysal,** Sven Holger **Brünner,** Bundeswehr Command and Staff College, Hamburg, and Anna **Wagner,** Institute for Peace Research and Security Policy, Hamburg, Germany GBL-079	Learning Through Consequence: Entrepreneurial Learning in a Games-based Simulation Michael **O'Brien**, Yvonne **Costin** and William **Hogan**, University of Limerick, Ireland GBL-015	Learner-centered Design in Practice: The Impact of Non-learning Elements on Engagement and Learning Experiences Wolfgang **Brabänder**, Geeske **Kemper**, Kaja **Langer**, Lisa **Scharrer**, Josef **Wiemeyer** and Stefan **Göbel**, Technical University of Darmstadt, Germany GBL-051	***See separate Tab for Games Timetable***	Designing for Learning Through Play: The MAPeD Framework for Conceptualizing Learning Games Peadar **Callaghan**, Tallinn Universtity, Estonia (PhD) GBL-036 Programming Mechanics in Commercial Games: A Multiple Case Study Leonardo **Sorrentino**, Tallinn University, Tallinn, Estonia (PhD) GBL-037 AI-Supported Conditional Progression in Gamified Higher Education: Learning, Motivation and Cognitive Sustainability Mariarosaria **Speranza**, Università degli Studi Suor Orsola Benincasa, Naples, Italy (PhD) GBL-233 Simplifying Gamification in Practice: A Design Model for Training Transfer-oriented Industrial Learning Moataz **Elkady**, et al Istituto Universitario di Studi Superiori, Pavia, Italy (PhD) GBL-139 Leveling Up Physics Education with Gamified Virtual Reality Simulations José **Graça** and Pamela **Teubig**, Universidade Europeia, Lisbon, Portugal (PhD) GBL-209 A Pilot Study Investigating Teachers' use of Video Games in Programming Lessons Neil **Rickus**, King's College London, UK (PhD) GBL-027 Co-Creating a Serious Game that Develops Climate-Health Competencies in Public Health Professionals Sebastian Bernal **Garcia**, Russell **Richards**, Brian **McIntosh** and Thanya **Pathirana**, Griffith University, Sunshine Coast, Australia (Presentation only, PhD) GBL-251 Generations in Love: An Introspection on Gaming Culture and Communities Laura **Vawter**, Rostock University, Germany (PhD) GBL-149
14:50	Codifying Game-based Creative Writing: A Preliminary Framework Allen **Jones**, University of Stavanger, Norway GBL-031	Fun Tac Toe: A Multi-platform Game-based Learning Approach Integrating Trivia with Classic Gameplay Mohammad Ali **Eljinini**, Isra University, Amman, Jordan GBL-212 + G48	Localized Leaderboards Improve Motivation, Engagement, and Skill Learning in Employee Training Mohammed Alnuri **Alanazi** and Mihai **Boicu**, George Mason University, Fairfax, USA GBL-175		
15:10	Creative Thinking through Brain Game Creation: Comparing Individual, Human–Human, and Human–AI Collaboration Amaia **Guridi-Bikuña**, Mondragon Unibertsitatea, Eskoriatza, Spain, Umberto **Domanti**, Free University of Bozen-Bolzano, Italy, Jiayin **Liu** and Todd **Lubart**, University of Paris Cité, France (Presentation only) GBL-	Mission Profiles and Interaction Patterns in Gravitas: Evidence from a Simulation-based Physics Learning Game Katharina **Richter**, Dominik **Tschirky** and Michael **Kickmeier-Rust**, St.Gallen University of Teacher Education, Switzerland GBL-125	Game-based Support for Vocational Teachers' Competence Reflection in Professional Development Search Sabrina **Hänsel**, Lydia **Stark** and Michelle **Pippig**, TUD Dresden University of Technology (CODIP), Germany GBL-182		
15:30	Sustainable JAM! Blending AI, System Dynamics, and Immersive Gameplay for Deep Learning Russell **Richards** and Alexander **McBroom**, The University of Queensland, Brisbane, Australia (Presentation only) GBL-252	Rapid Academic Levelling Through Artificial Intelligence Role Play Escape Room Carlos **Astengo**, Tec de Monterrey, Monterrey and Mario **Caudillo**, Universidad Internacional de La Rioja (UNIR), Logroño, Spain GBL-168	Playing for Quality: A Competitive Educational Game for Teaching Unit Testing in Computer Science Education Alia **El Bolock**, The American University in Cairo, Egypt, Caroline **Sabty**, and Slim **Abdennadher**, The German International University, Cairo, Egypt and Gordon **Fraser**, Passau University, Germany GBL-097		
15:50	Leben in Deutschland: An Intelligent Tutoring Game for the German Citizenship Test Felix **Haase**, Kemal **Tanikar**, Johannes **Langer,** Shamim **Miroliaei**, Jochen **Mehlich** and Ute **Schmid** University of Bamberg, Germany GBL-119	A Design and Development of Serious Game for Raising Awareness About Human Trafficking Lanlan **Gao** and Wen **Hu**, Maynooth University, Ireland GBL-026	How Can Mechanics Stimulate Behaviour, Motivation, and Engagement Levels in Learning and Training Applications? Phillip **Benachour** and Carina **Chang** Lancaster University, Lancaster, UK GBL-158		
16:10	***Refreshment Break***	***Refreshment Break***	***Refreshment Break***	***Refreshment Break***	***Refreshment Break***
	Room: 051 **Stream A: Stories and Worlds** **Chair: Allen Jones**	**Room: 052** **Stream B: VR & a Mega-Game** **Chair: Matthew Daniels**	**Room: 053** **Stream C:Mini Track on Educational Escape Rooms** **Chair: Panagiotis Fotaris**	**Room: 146** **Stream D: Mini Track on Learning through Game Making** **Chair: Francesca Dagnino, Marcello Passarelli, and Luke West**	**Room: 21** **Stream E: Evaluating Game Based Learning** **Chair: Lance Bunt**
16:30	A Story-Driven Video Game in Statics Seyed Mohammad Seyed **Ardakani** and Caleb **Collert,** Ohio Northern University, Ada, USA (Presentation Only) GBL-129	Sortica: A VR Serious Game to Teach Scheduling Algorithms to Undergraduate Students Frank A. **Oldfield-Montilla**, Manuel J. **Gomez**, Universidad de Murcia, Spain, Luke **Beveridge** and Marco **Gilardi**, University Of The West of Scotland, Paisley, UK GBL-089	Empowering young women's participation in STEM fields through an educational escape room Micaela **Fonseca**, Lusófona University, Lisbon, Portugal, Wilson **Almeida**, Lusófona University, Lisbon, Portugal, Filipe **Luz**, Lusófona University, Lisbon, Portugal and Julia **Costa**, Lusófona University, Lisbon, Portugal (Presentation Only) GBL-154	Learning by Game Design: An Interdisciplinary Framework for Participatory and Innovative Higher Education Matteo **Bisanti**, Cristina **Castracani**, Roberto **Di Paolo,** Emanuela **Maio** and Mariangela **Scarpini**, University of Parma, Parma, Italy GBL-131	LOOP: A Transversal Framework for Game-based Learning Analysis and Design Jérôme **Legrix-Pagès**, University of Caen Normandy, France GBL-011
16:50	Imagined Worlds, Real Learning: Worldbuilding as Pedagogical Design Kate (Katya) **Schmidt Sullivan**, Rogues Academy, Edinburgh, Scotland, UK GBL-083	EduColorVR: A Virtual Reality Serious Game for Enhancing Color Vision Deficiency Awareness in Educational Settings Masiar **Babazadeh**, David **Braile** and Alessandro **Puiatti**, SUPSI, Lugano, Switzerland GBL-111	Translating Design Requirements into a Hybrid Prototype for Early Programming Education: The Iterative Development of IMPACT+ Bernadette **Spieler**, Céline **Scheier**, Larissa **Meyer-Baron** and Janine **Trütsch**, Zurich University of Teacher Education, Switzerland GBL-152	From Cultural Game Jams to Applied Jam Models: A Longitudinal Evaluation Wilson **Almeida**, Filipe **Luz** and Maria **Fonseca**, Lusófona University, Lisbon, Portugal GBL-150	From Feedback to Features: A Two-year Comparative Study of Iterative Gamification Design in Engineering Education Sylwia **Babicz**, Gdańsk University of Technology, Poland GBL-219
17:10	Designing Educational Games in Higher Education: A Convergent Mixed-methods Pilot Evaluation of an Interdisciplinary Course on Game Design Elwira **Lewandowska**, University of Bielsko-Biala, Poland Martin **Kuruc**, Dusan D. **Brezány**, Comenius University, Bratislava, Slovakia Klára **Zubková**, Monika **Cihlářová** and Magdaléna **Švecová**, University of Ss. Cyril and Methodius in Trnava, Slovakia GBL-091	A Longitudinal Experiential Learning Design for Negotiation Education Through 谈判 Megagame Aline **Castillo** and Mario **Caudillo**, CLeaders, Atizapan de Zaragoza, Mexico GBL-088	CSCape: A Video-based Escape Room Framework (not Only) for Computer Science Johannes **Schildgen**, Regensburg University of Applied Sciences, Germany GBL-151	Designing Educational Games as a Learning Experience for Pre-Service Mathematics Teachers Peter **Vankúš** and Katarína **Kalužná**, Comenius University in Bratislava, Bratislava, Slovakia GBL-087	Exploratory Study of the Relationship Between HEXAD Player Types and Cognitive Learning Objectives Sarah **Hase**, Neu-Ulm University of Applied Sciences, Germany GBL-213
17:30	***Close of conference day***	***Close of conference day***	***Close of conference day***	***Close of conference day***	***Close of conference day***
19:30	**Conference Dinner: Braustübl, Goebelstraße 7, 64293 Darmstadt, Germany**				

Friday 2 October

	Room: 051 **Stream A: Literacy and Digital Literacy** **Chair: Russell Richards**	**Room: 052** **Stream D: Health Games and Puzzles** **Chair: Jerome Legrix-Pagès**	**Room: 053** **Stream C: Non-Digital Games** **Chair: Nadine Stecher**		
09:00	Playing with Misinformation: A Game-Based Approach to Children's Critical Digital Literacy Patricia **Lyk** and Jonas **Blom**, University of Southern Denmark, Odense, Denmark GBL-048	Tech4Seniors: A Gamified Challenge-based Learning Experience Integrating Design Thinking and IoT Claudia **Solis** and Cristina **Gonzalez**, Tecnologico de Monterrey, Mexico GBL-161	Interactive Signalling Laboratory: A Physical Serious Game for Railway Operations Education Martin **Scheidt**, Hochschule Darmstadt, Germany and Julek **Weck**, TU Braunschweig, Germany GBL-008 + G7		
09:20	Playing About, Through and with Language. Two Educational Games to Explore Endangered Languages and Language Change: Phonetics Pursuit and Ludolecte Christopher **Gledhill**, Université Paris Cité, France, Florian **Delcourt**, Ikigai Games, Paris, France and Amélie **Elmerich** Université Sorbonne Nouvelle, Paris, France GBL-025	A Serious Game Series for Learning NICU Care Yukihide **Miyosawa**, Noa **Takeda**, Yu Miyazaki, Shunki **Ando**, Yasutaka **Kimura** and Yu-ko **Miyosawa**, Shinshu University School of Medicine, Matsumoto, Japan GBL-035	Market Forces: Playing with Risk in Business Planning for Games Kristina **Risley**, Vanissa **Wanick,** Chris **Buckingham,** Adam **Procter** University of Southampton, UK, Michael **O'Brien** and Matthew **Daniels**, University of Limerick, Limerick, Ireland GBL-064 +G		
09:40	Challenges of Simulations and Serious Games Embedded in Emergency-Preparedness Platforms and Ecosystems for Educational Use Ilona **Heldal**, Rashika Tasnim **Keya**, Daniel **Patel** and Tord **Frøland**, Western Norway University of Applied Sciences, Bergen, Norway GBL-185	Puzzle, World, Trust: Interactive Fiction Heuristics for Lesson Design Heiko **Albrecht Spies**, Nordpfalzgymnasium Kirchheimbolanden, Germany, GBL-172	Phosob: A Game-based Learning Board Game Inspired by the Lanna Rice Goddess Krittiya **Saksrisathaporn**, Khongthat **Thongphun** and Ekkarat **Boonchieng**, Chiang Mai University, Chiang Mai, Thailand GBL-123		
10:00	**Poster Presentations, Game Showcase and Refreshments in Lobby and Room 146**				
11:00	**Room: 051** **Keynote Presentation: Michael Kickmeier-Rust, St.Gallen University of Teacher Education, Switzerland** **Mind and Machine: A New Era of Intelligent Tutorial Games**				
11:40	**Introduction to ECGBL 2027**				
11:50	***Conference Splits into Streams***				
	Room: 051 **Stream A: Museums, Exhibitions and History** **Chair: Phillip Benachour**	**Room: 052** **Stream B: Business Education** **Chair: Ilona Heldal**	**Room: 053** **Stream C: Game Design** **Chair: Tharrenos Bratitsis**	**Room: 146** **Stream D: Environmental Issues** **Chair: Tobias Baumeister**	
12:00	Balancing Attention in an Immersive Augmented Reality Multiplayer Game for Museum Education Jessica L. **Bitter**, Lorena **Müller**, Leonie F. E. **Ferdinand**, and Ulrike **Spierling**, Hochschule RheinMain, Wiesbaden, Germany GBL-140 + G83	Extending The Project Win Game™: Teaching Real Options and Moral AI Project Decision-Making Gloria J. **Miller** and Victoria Vaca **Núñez**, maxmetrics GmbH, Heidelberg, Germany (Non-Academic) GBL-049	Playtest Planning and Reporting Toolkit for Game Design in Academic Contexts Mikhail **Fiadotau**, Peadar **Callaghan**, Martin **Sillaots**, Anni **Hõ** and Leonardo **Sorrentino**, Tallinn University, Tallinn, Estonia, Laura **de Carli**, IT University of Copenhagen, Denmark and Juhyung **Shin**, Osaka Electro-Communication University, Japan GBL-050 + G12	Playing the Climate Future: Evaluating Climate-adaptation Games for Higher Education Nadine **Stecher**, Ella **Howard**, Lauren **Melfi**, Aroni Kabita **Porna**, Thaddeus **Guldbrandsen** and Yalinu **Poya** Wentworth institute of Technology, Boston, USA GBL-095	
12:20	Comparing Flow, Narrative, and Spatial Immersion in an HMD-AR Serious Game for Museum Learning Yu **Liu**, Michael **Lurz** and Ulrike **Spierling**, Hochschule RheinMain, Wiesbaden, Germany GBL-034	Designing a Non-digital Game for Entrepreneurial Education: Case Study of Biznes na Medal Mateusz **Lewandowski**, Jagiellonian University, Krakow, Poland GBL-221 + G86	Racing to Learn: A Formula 1–Inspired Gamification Framework that Sustains Motivation Through Repeated Competitive Cycles Cristina **Gonzalez** and Claudia **Solis**, Tecnologico de Monterrey, Mexico GBL-160	Designing a Digital Game on Ratio and Proportion Concept: Integrating Environmental Awareness Through Contextualized Problem-solving Selçuk **Alkan**, Hatay Mustafa Kemal Üniversitesi, Türkiye, Ayça **Akın**, Antalya Belek University, Türkiye and	
12:40	Tempus Alatum: Playing Through the Branches of the Timeline Peter **Mozelius** and Andreas **Hellerstedt**, Mid Sweden University, Sundsvall, Sweden GBL-155 + G26	Tiers of Engagement III: The Psychological Learning Engine in Online Business Simulators GB **Guttormsen** and Jørn **Weines**, UiT, The Arctic University of Norway, Alta/Tromsø, Norway GBL-024	Students as Game Designers: Fostering AI Literacy through Project-Based Learning and Design Thinking Vasiliki **Karampa**, Vagia **Kakava**, Foteini **Paraskeva,** University of Piraeus, Greece and Ageliki **Mellou**, International Hellenic University, Thessaloniki, Greece GBL-094	GBL in Urban Planning Education: Case Studies of Metropoli and Katopolis Games Marta **Sanigórska** and Paulina **Siudyka** , Silesian University of Technology, Gliwice, Poland GBL-176 +G025	
13:00	***Lunch***	***Lunch***	***Lunch***	***Lunch***	
	Room: 051 **Stream A: Professional Development** **Chair: Annica Lau**	**Room: 052** **Stream B: Business Education** **Chair: Michael O'Brien**	**Room: 053** **Stream C: Academe** **Chair: Edith Debrenti**	**Room: 146** **Stream D: Design Issues** **Chair: Seyed Mohammad Seyed Ardakani**	
14:00	Playful Serious Gaming for Change Management Ton **Spil**, Guido **Bruinsma** and Mark **Tool**, University of Twente, Enschede, The Netherlands GBL-164 +G38 +G85	ThatSoftwareGame: Experiential Learning for Project Management Decisions and Debriefing André **Nitze**, Brandenburg University of Applied Sciences, Brandenburg an der Havel, Germany (Presentation only) GBL-257 + G92	Arcademia: A Global Game Ecosystem for Learning, Research and Community Lance **Bunt**, North-West University, Vanderbijlpark, South Africa, Michael **Lowen** and Matthew **Freeman**, University of Lincoln, Lincolnshire, UK GBL-052	Designing with Unpredictable Narrators: Tensions in AI-Mediated Game-Based Learning Julie Madelen **Madshaven,** Christian Robere **Simonsen** and Christian W. **Omlin**, University of Agder, Grimstad, Norway GBL-043	
14:20	From Prototype to Pitch: Learning Entrepreneurial Communication Through Gameplay Nicholas **Brady** and Michael **O'Brien**, University of Limerick, Ireland GBL-014	MitiGate: Risk Management Collaborative Tabletop Strategy Game Martin **Sillaots**, Tallinn University, Estonia GBL-044 +G12	From Games to Consequences: Scaffolding Professional Accountability Through Game-based Learning and High-Fidelity Simulation Matthew **Daniels**, The University of Limerick, Ireland	The Means of an End: Applying the Peak-end Theory to Game-based Learning Design Martin **Steinicke**, Aisha **Animashaun**, Carsten **Busch**, Alexander **Kramer**, Leah **Sommer**, Martin **Roddewig** and	
14:40	**Room: 051 - Awards to the Game Awards, best PhD presentation and the best poster**				
15:00	**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.				
	Below are the details of the Posters to be presented on Friday Morning. Posters with (WIP) at the end have a paper included in the proceedings.				
	From Blocks to Code: A Game-based Modding Workshop for Bridging Programming Paradigms André **Matutat**, Benjamin **Franke**, Birgit Christina **George**, Jörg-Michael **Keuntje** and Carsten **Gips** University of Applied Sciences and Arts (HSBI), Germany (WIP) GBL-101	Two Types of Models in One Learning Space: A Conversation Between Political Science Theories and Board Games Julian **Eckl**, University of St. Gallen, St. Gallen, Switzerland (Poster only) GBL-103	Estimating Cognitive Load via Process-based Telemetry for Adaptive Serious Games Tobias **Baumeister** and Mark Oude **Elberink,** Friedrich-Alexander-Universität, Erlangen, Germany (WIP) GBL-215	Inventory of Digital Game-based Learning Practices for Chemistry Education: A Systematic Review Maxime **Hansen** and Vincent **Natalis**, University of Liège, Belgium (WIP) GBL-241	Pedagogy in the Making: Exploring Educator Game Jams as Constructionist Professional Development Kate (Katya) **Schmidt Sullivan,** Heriot-Watt University, Edinburgh, UK and Keegan **Schmidt Sullivan**, Rogues Academy, Edinburgh, UK (Poster Only) GBL-081
	An Educational Snakes and Ladders Game for Primary Education: A Classroom Experiment Edith **Debrenti**, Partium Christian University, Oradea, Romania (WIP) GBL-134	Exploring Student Perspectives and Critical Reflection on GenAI in Serious Game Design Luke **West**, University of Tübingen, Tübingen, Germany and Ann-Kathrin **Steiner**, University of Tübingen, Tübingen, Germany (Poster only) GBL-030	Misión Korex: A Gamified System to Promote Physical Activity in Childhood Contexts Teresita **Reymond Ochagavía** and Patricia **Manns Gantz** Pontificia Universidad Católica de Chile, Santiago, Chile (WIP) GBL-001	Cycle2Race - digital slot car racing system with an ergometer Simon **Weiss**, TU Darmstadt, AG Serious Games, Darmstadt, DE and Stefan **Göbel**, TU Darmstadt, Germany (Poster Only) GBL-180	A Scalable, Modular Architecture Enabling Digital Teacher-defined Mobile Escape Rooms Fabian **Wagner**, Miran **Jank**, Markus **Petz** and Jürgen **Konrad,** University of Applied Sciences Technikum Wien, Vienna, Austria (WIP) GBL-047
	Designing for Early Civic Agency: A Board Game for Civic Engagement in Kindergarten Despoina **Batziou** and Tharrenos **Bratitsis**, University of Western Macedonia, Florina, Greece (WIP) GBL-217	The IMPACT Project: Serious Games for Serious Change Mia **Wilson** and Laura **Sharp**, University of Glasgow, Scotland, UK (Poster only) GBL-174 + G019	Building Digital Educational Escape Rooms: A Modular Toolkit With Low-code Authoring Approach André **Matutat**, Benjamin **Franke**, Niklas **Schumann**, Hannes **Rüffer**, Birgit Christina **George** and Carsten **Gips** Campus Minden, University of Applied Sciences and Arts (HSBI), Germany (WIP) GBL-100	Communicating science through escape rooms: A challenge Pedro Simão **Mendes**, Marília **Prada**, Centro de Investigação e Intervenção Social (CIS-Iscte), Iscte-Instituto Universitário de Lisboa, Portugal and Marta **Ferreira** Dias, Universidade de Aveiro, Aveiro, Portugal	Building Bridges: A Collaborative Pipeline for Educational Game Creation Markus **Petz**, Lukas **Schnabel**, Fabian **Wagner**, Jürgen **Konrad**, Eva **Hüll**, Miran **Jank**, University of Applied Sciences Technikum Wien, Vienna, Austria and Fares **Kayali**, University of Vienna, Austria (WIP) GBL-117
	Preparing for the Viva Through Play: A Card-based game Intervention for Doctoral Students Annica **Lau** and Robin **Bell**, Worcester Business School, University of Worcester, UK (WIP) GBL-056	Everyday life in schools - revisited Maria Theresa **Meßner**, Catherine **Jannsen**, Technische Universtität Darmstadt, Margarete **Imhof**, Johannes Gutenberg-Universität, Mainz, Silke **Haas**, Goethe Universität Frankfurt Germany (Poster only) GBL-177	Action Research Project: Board Games as an Educational Technology Cornelia **Hofmann**, Bielefeld University, Bielefeld, Germany (Poster only) GBL-254	Defeat Means Friendship: Does Competitive Play Prepare Children for Cooperation? Marcello **Passarelli**, Fondazione Collegio Pio X, Italy Francesca Maria **Dagnino**, Marcello **Passarelli**, Consiglio Nazionale delle Ricerche (CNR-ITD), Genoa,	A Multidimensional Rubric for Inclusive and Pedagogical Primary Informatics Game Design Sarah **von Styp Rekowski** and Nadine **Dittert**, University of Koblenz, Germany (WIP) GBL-165

20th European Conference on Games Based Learning

Virtual Programme

ECGBL 2026, 30 September - 02 October 2026

The Conference Runs to German Summertime GMT+2/CEST

Thursday 1 October

08:30	**Zoom Room 1 Opens**	
09:00	**Welcome and Opening of the Conference**	
09:15	**Keynote Presentation: Anna Lisa Martin-Niedecken** **Extended Reality Training: New Opportunities for Physical Activity Promotion**	
	Conference Splits into Streams	
	Zoom Room 1 Stream A: **Game Mechanics** Chair: **Evgenia Anagnostopoulou**	**Zoom Room 2** Stream B: **Mini Track on Educational Escape Rooms** Chair: **Laurids Käding**
10:20	Investigating the Role-play Technique in Educational Game Designing Process Mifrah **Ahmad**, Torrens University Melbourne, Australia GBL-099	Finding the Target Solution and its Concentration: A Chemistry Escape Room Michaela **Kröppl**, University of Applied Sciences Upper Austria, Wels, Austria GBL-016
10:40	Limes Master Edition: Using Behavioural Data to Refine Game Mechanics in Research Amedeo **Viccari**, University of Giessen, Germany GBL-093	GAMETRAPP: Escape from Poseditor. An Escape Room Video Game for Machine Translation and Scientific Writing Cristina **Toledo-Báez**, University of Malaga, Malaga, Spain (Presentation only) GBL-232
11:00	Designing VR Games for Emotional Intelligence: Participatory Design Insights from Children Shreya **Kamath**, Ruby Anne **Thomas**, Himavanth Reddy **Vemula** and Ekaterina **Muravevskaia**, Indiana University, Indianapolis, USA GBL-146	Integrating Real Work Systems into Educational Escape Games: A Human-centred Requirements Analysis in the Context of Industrial Maintenance Laurids **Käding**, Maximilian **Hentschel**, Marc **Schwarzkopf** and Angelika C. **Bullinger**, Chemnitz University of Technology,
		Zoom Room 2 Stream B: **Diverse Game Design** Chair: **Dominic Mahon**
11:20	Off-course: The Mystery of Teaching Higher Mathematics to Vocational Aeronautic Students Evgenia **Anagnostopoulou** and Daniel **Creed**, University of Sussex, Brighton, UK GBL-021	Flujo de Bolsillo [Pocket Flow]: A Board-game Simulation for Financial Decision-making Lina Margarita **Marrugo-Salas**, Alba Zulay **Cárdenas Escobar**, Lukas Tadeo **Casseres Morales**, Valeria Yanez **Londoño** and Natalie **Morales Londoño**, Universidad Tecnológica de Bolívar, Cartagena de Indias, Colombia GBL-058
11:40	Lectura Maestra: Gamified Reading Strategy in Undergraduate Business Education Jose-Manuel **Vega-Baez**, Tecnologico de Monterrey, Campus Laguna, Mexico GBL-068	Quiz-Based Mechanics for Long-Term Retention in Game-Based Learning Trishala **Jain** and Zhenhua "Aaron" **Yang**, Iowa State University, Ames, Iowa, USA GBL-147
12:00	Gender Differences in Italian Teachers' Readiness and attitudes Towards Game Integration in the Classroom Massimiliano **Andreoletti**, Università Cattolica del Sacro Cuore, Milan, Italy, Andrea **Tinterri** and Anna **Dipace**, Università Telematica Pegaso, Foggia, Italy GBL-072	Game-based Learning for Integrated Care Implementation Ginevra **Gravili** and Grazia **Dicuonzo**, University of Bari, Italy GBL-242
12:20	Investigating Learning Progress of Children Aged 6–12 in the Kidedu Digital Environment: A Comparative Analysis of Three Age Groupss Eleni Tsami and Maria Tafiadi, University of Piraeus, Greece GBL-220	Learning AI Ethics through Game Design as Ethical Inquiry Fuji **Lyu**, University of Edinburgh, UK GBL-258
12:40	**Keynote Presentation: Prof. Dr.-Ing. Florian Mehm** **Game-Based Learning in Higher Education: Past, Present, and the Scalable Future of Digital Pedagogy**	
13:20	*Lunch*	
	Zoom Room 3 Stream A: **Mini Track on Artificial Intelligence and Educational Games: When AI Meets Learning through Play** Chair: **Soin Pais**	**Zoom Room 2** Stream B: **PhD and Masters Colloquium** Chair: **Michaela Kroeppl** 10-minute presentations with time for discussion/feedback
14:00	Designing with Generative AI: Ethical and Creative Redesign of Visual Assets in a Statistics Game Sónia **Pais** and Andreia **Hall**, Polytechnic University of Leiria, Leiria, Portugal GBL-028	DGBL in Secondary School Mathematics: A Scoping Review (2020–2025) Marijana **Zarožinski**, Industrial and Crafts High School, Slavonski Brod, and Ljerka **Jukić Matić**, , University of Osijek, Croatia (PhD) Designing with Imperfection: An Educational Paradox Framework for LLM-driven NPCs in Serious Games Giammarco **Tosi**, Aurel Vlaicu University of Arad, Romania (PhD) GBL-029 Knowledge Representation Schema of Educational Gameplay Madhuri **Sasupilli** and Prasad **Bokil**, Indian Institute of Technology Bombay, Mumbai, India (PhD) GBL-109 Cloisonné Serious Game: AI Cognitive Apprenticeship Instructor for Intangible Cultural Learning Zaimeng **Zhang**, Robyn **Potanin** and Xun **He** Savannah College of Art and Design, USA (Masters) GBL-066 An Early-Stage Feasibility and Usability Pilot for an Immersive Serious Game to Support English Spelling and Semantic Skills Using AI Benjamin **Pedley** and Marco **Gilardi**, University of the West of Scotland, Paisley, UK (PhD) GBL-090 Energy Systems Engineering and Education: A Data-Driven Serious Game for Systems-Based Energy Literacy Nuno **Domingues**, Helena **Aguiar** and Rui **Jesus**, ISEL, Lisbon, Portugal (PhD) GBL-191 Stealth Assessment of Children's Connection to Nature in a Serious Game Hossein Hossein **Pour**, Fatemeh **Jafarkhani**, Ali **Shirkarami**, Mohadeseh Khalili **Somarin** and Hadi Safari **Sarbanlar**, Allameh Tabataba'i university, Tehran, Iran (Masters) GBL-133 Strategic Thinking through Game Based Learning: The Educational Board Game "Princess of the Silk Road" Fahime **Hasanpoorgoone**, Islamic Azad University, Fatemeh **Jafarkhani** and Ali **Shirkarami**, Allameh Tabataba'i University, Tehran, Iran (Masters) GBL-202 Designing an AI Roleplay System for Contextualized Career Guidance in Mexico Hamza **Martinez** and Mario **Caudillo**, Universidad Amerike, Ciudad Satelite, Mexico (Masters) GBL-163 Translating Elementary Cellular Automata into Tangible Gameplay: Design of Shellmate Sagnik **Ghosh** and Prasad **Bokil**, IDC School of Design, IIT Bombay, Mumbai, India (Masters) GBL-076 +G62
14:20	AI-supported Feedback, Team Dynamics and Coaching in Hospitality Management Simulation Maria de Lurdes **Calisto** and Victor **Alves Afonso**, Centre for Tourism Research, Development and Innovation (CiTUR), Estoril, Portugal GBL-187	
14:40	Can You Even Read? Examining Literacy and AI Through Gameplay Nora **Perry**, UBC, Vancouver, Canada and Caighlan **Smith**, York Toronto University, Canada GBL-092	
15:00	Prompt'n'Play: improving teachers' AI literacy through secondary learning outcomes of a serious game Massimiliano **Andreoletti**, Università Cattolica del Sacro Cuore, Milano, Italy, Andrea **Tinterri**, Maria Concetta **Carruba**, Anna **Dipace**, Maria Clara **Dicataldo**, Pegaso Telematic University, Naples, Italy Marika **Lamacchia**, Francesco **Facciorusso**, University of Macerata, Italy GBL-082	
15:20	*Break*	*Break*
	Zoom Room 1 Stream A: **Mini Track on Game-based learning for lifelong learning** Chair: **Stacey Gillis**	**Zoom Room 2** Stream B: **Mini Track on Learning through Game Making** Chair: **Jennifer Jenson**
15:40	Addressing Challenges in Implementing Game-based Learning in Accounting Education: A Scoping Review Sky **Mkuti** and Sthabile **Mbonambi**, The Independent Institute of Education, Emeris, South	From Player to Level Designer: Exploring Design Thinking Through Mario Maker 2 Jennifer **Jenson**, University of British Columbia, Vancouver, Canada GBL-184
16:00	Designing Adaptable Playful Experiences for Climate Engagement: Lessons from NEUROCLIMA Play Ecosystem Oluwakemi **Oyesola**, George **Kalmpourtzis**, Lazaros **Vrysis**, Saint-Clair **Lefevre**, Ifigeneia **Tsolaki** and George **Ketsiakidis**, Infinitivity Design Labs, Paris, France GBL-223	Searching for the Golden Thread: Game-based Learning for Awareness of Gender Equity Lisa **Sällvin**, Peter **Mozelius**, Mid Sweden University, Östersund, Sweden and Ian **Hill**, Madeleine **Wyatt**, King's College London, UK GBL-033
16:20	Cuenta Cuentos: A Co-designed Board Game for Preserving the Language of the Comcaac Edgar **Ludert**, Fany **Muchembled**, René **Corella** and Innán **Rojas**, Instituto Tecnologico de Monterrey, Hermosillo, Mexico GBL-019	Usability Evaluation of an LMS-notion Integrated Badge-Based Learning System Beyza **Altuner**, Muhtar Cagkan **Uludagli** and Esin **Caglayan**, Izmir University of Economics, Turkiye GBL-225
16:40	ODSnauta Chile: A Territory Based Educational Game Fostering Situated Learning with SDGs Patricia **Manns** and Alberto **Gonzales**, Pontificia Universidad Católica de Chile, Chile (Presentation Only) GBL-010	Gamification for Learning Java Programming: Design and Implementation of Java Realm Jonathan Tapiwanashe **Sithole**, Moleboge Emma **Nhlapo** and Karikoga Norman **Gorejena**, North-West University, Mahikeng, South Africa GBL-192
17:00	Play While you Wait: Analog Serious Games in Gastronomic Contexts Lina Margarita **Marrugo-Salas**, Natalie **Morales-Londoño**, Juliany **Pacheco**, Sharick **Molina** and Alba Zulay **Cárdenas-Escoba**r, Universidad Tecnológica de Bolívar, Cartagena de Indias,	Masterpolis: Simulating Urban Planning Decisions Through a Board-Game Learning Environment Lina Margarita **Marrugo-Salas**, Diviana **Arévalo**, Isabella **Gómez**, Isabel **Quiñones**, Alba Zulay **Cárdenas-Escobar** and Natalie **Morales-Londoño** Universidad Tecnológica de Bolívar, Cartagena de Indias, Colombia GBL-057
17:20	**Close of Conference Day**	

	Friday 2 October	
	Zoom Room 1 **Stream A: Game Design** **Chair: Pedro Rito**	**Zoom Room 2** **Stream B: GBL Issues** **Chair: Mifrah Ahmad**
10:00	Competition as Playful Pedagogy: Student-Led Evaluation and Learning in the ESEIC International Design Challenge Dominic **Mahon**, Dan **Catlin**, Richard **Harrison**, University of Surrey, Guildford, UK, Muhibuddin **Fadhli**, Universitas Negeri Malang, Malang, Indonesia and Rochmat Aldy **Purnomo**, Universitas Tidar, Magelang, Indonesia GBL-107	Countering Hindsight Bias and Memory Decay During Debriefing Through Dual-track Simulation Game Design Ajay **Gupta**, Skills Cafe', Bangalore, India GBL-005
10:20	Evaluating a Game-based Workshop for Youth Urban Design Using Open-source Tools Léo **Martial**, Hiroyuki **Kubono** and Shino **Miura**, Chuo University, Tokyo, Japan GBL-039	A Board Game Approach to Hospitality Career Education in Schools Leonard **Busuttil**, University of Malta, Msida, Malta and Jonathan **Barbara**, Saint Martin's Institute of Higher Education, Hamrun, Malta (Academic, Main) GBL-074
10:40	When Alignment is not Enough: Cognitive Budget Framework for Game Design Yoshua **Yanottama** and Zhi-Hong **Chen,** National Taiwan Normal University, Taipei, Taiwan GBL-228	The Impact of the Educational Game "Castle of Emotions" on the Social-emotional Learning of Third-grade Students Fatemeh **Jafarkhani**, Ali **Shirkarami**, Allameh Tabataba'i University, Tehran, Iran and Saba **Damabi**, Islamic Azad University, Tehran, Iran GBL-115
11:00	**Keynote Presentation: Michael Kickmeier-Rust** **Mind and Machine: A New Era of Intelligent Tutorial Games**	
11:50	**Introduction to ECGBL 2027**	
	Zoom Room 1 **Stream A: Game Design** **Chair: Sky Mkuti**	**Zoom Room 2** **Stream B: Virtual Poster Session** **Chair: Sara Rye** **12:00-12:25 5-Minute Presentations with time for Discussion**
12:00	Fotonica in Gioco: A Game-Design Contest for Science Communication in Italian High Schools — Results from the Fifth Edition Fabio **Chiarello**, CNR-IFN, Game Science Research Center, Rome, Italy GBL-102	Gamified Physical Timers: Multiple Baseline Study of the Attention Support Apparatus Nick **Vasiljevic**, Shih Chien University, Taipei, Taiwan (WIP) GBL-189 Game-based TPR Vocabulary Programme Without a Shared Language in Indonesia Sathyavathi **Yarlagadda**, Azim Premji University, Bengaluru, India (WIP) GBL-121 Effects of Serious Game on Medication Administration among Undergraduate Nursing Students Ka Yan **Lau**, Wai Yee Carol **Chan** and Yin Ching Diana **Tsang**, Saint Francis University, Hong Kong, China (Poster only) GBL-239
12:20	Is Less Interface More? Evaluating a Minimal Tangible Interface for Gamified Learning Nick **Vasiljevic**, Shih Chien University, Taipei, Taiwan GBL-240	**Zoom Room 2** **Stream B: Virtual Games Showcase** **Chair: Sara Rye** **12:25-13:30 Interactive 5-Minute Presentations/Demo with time for Discussion**
12:40	CyberYuruGu: An Interpretative Gameplay Model Grounded in African Epistemology for Explainable Cybersecurity Reasoning and Human–AI Sense-Making Thami **Sithole**, Phil **van Deventer** and Mike wa **Nkongolo**, University of Pretoria, South Africa GBL-218	Cuenta Cuentos Fair:Play
13:00	Gamifying Place-making in Architectural Design Studio: A Workshop Model Based on Place, Territoriality and Appropriation Yuzyil **Nevin Aydin**, Independent Researcher, Istanbul, Turkiye GBL-237	GAMETRAPP: Escape from Posediton Snoop
13:20	Development and Pre-Validation of a Gamified Virtual Reality Platform for SPECT Education and Training with Biomedical Engineering Metrics Integration Joana **Castro**, Lina **Vieira**, Nuno Soares **Domingues**, Instituto Politécnico de Lisboa, Portugal (PhD) GBL-214	Princess of the Silk Road Castle of Emotions Z Explore
13:40	Virtual Reality Serious Games and Language Learning: A quasi-experimental study in an Ivorian school setting Saho Venance **Zoh**, Konan **Yao,** Université Virtuelle de Côte d'Ivoire (UVCI), Ivory Coast	
14:00	Playing with Maps: Ludic Cartographies as Epistemic Interfaces for Developing Cartographic Literacy in Geography Education Michael **Morawski**, Bergische University of Wuppertal, Germany	
13:40	***Close of Conference***	