



Special Track “Games Engineering” Call for Papers

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. Games engineering 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 engineering to education more and more proves to be a very promising concept to strengthen self-regulated personalized learning.

Thus the special track *Games Engineering* within the REV 2017 Conference, 15-17 March 2017, aims for the first time at discussing theoretical concepts and successful applications of games engineering in the context of engineering education or further studies in this field.

Topics of interest

- Games Engineering
- Game-based Learning
- Gamification
- 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

21 Nov 2016	Submission deadline for complete full and short papers and all other submissions (Special sessions papers, Work in Progress, Demos, Poster, Tutorials, Workshops)
12 Dec 2016	Notification of acceptance
23 Jan 2017	Author registration deadline & Camera Ready Due
15 Mar 2017	Conference Opening

Games Engineering – Program Committee Chair

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

International Program Committee

Klaus P. Jantke, Chief Scientific Officer, ADISY Consulting GmbH & Co. KG

Susanne Heininger, Chair of Empirical Educational Research, TUM School of Education, Technical University of Munich

Bill Kapralos, University of Ontario Institute of Technology, Canada

Petros Lameris, Serious Games Lab, School of Computing, Electronics and Mathematics, Coventry University

Jacqueline Schuldt (née Krebs), Head of Gamification, Fraunhofer Institute for Digital Media Technology IDMT

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