

Preliminary Programme

DAY 1, 6th September 2017
08:20 - 08:50 Arrival and Registration
08:50 - 09:00 Welcome by Fotis Liarokapis
09:00 - 10:00 Keynote 1: Prof. Olga De Troyer
10:00 - 10:25 Coffee Break
Track 1 Serious Games Theories and User Studies (Full Papers)
10:25 - 10:50 Developing Games for Non-Leisure Contexts Identification of Challenges and Research Gaps
10:50 - 11:15 Designing educational games: key elements and methodological approach
11:15 - 11:40 An Interactive E-book with an Educational Game for Children with Developmental Disorders: A Pilot User Study
11:40 - 12:05 Design, Development, and Usability Evaluation of a System for Adding and Editing Social Media Banners in the Immersive Street-level 3D Virtual City
12:05 - 12:55 Lunch
Track 2 Serious Games and Games Technologies (Full Papers)
12:55 - 13:20 A Serious Game for Understanding Ancient Seafaring in the Mediterranean Sea
13:20 - 13:45 Geogames in Education for Sustainable Development: Transferring a Simulation Game in Outdoor Settings
13:45 - 14:10 Learning the Cell Cycle with a game: virtual experiments in cell biology
14:10 - 14:35 DRUMM: Dynamic Viewing of Large-scale 3D City Models on the Web
14:35 - 15:00 Coffee Break
Track 3 Serious Games and Virtual Worlds I (Short Papers)
15:00 - 15:20 Gamifying Software Development Scrum Projects
15:20 - 15:40 A Model of Heritage content in Serious and Commercial Games
15:40 - 16:00 A Virtual Reality Simulation for Children: Build and Create from the Perspective of a Toy Figure
16:00 - 16:20 A Curriculum for Developing Serious Games for Children with Autism: A Success Story
16:20 - 16:40 Information Recall in a Mobile VR Disability Simulation
16:40 - 17:00 Effects of Multiple Displays on Video Game Difficulty
18:00 - 20:00 Social Event - National Archaeological Museum

DAY 2, 7th September 2017
08:30 - 09:00 Arrival and Registration
09:00 - 10:00 Keynote 2: Prof. Andrew Duchowski
10:00 - 10:30 Coffee Break
Track 4 Learning and Training in Virtual Worlds (Full Papers)
10:30 - 10:55 Learning Mechanical Engineering in a Virtual Workshop : A preliminary study on utilisability, utility and acceptability
10:55 - 11:20 Telemetry-based Optimisation for User Training in Racing Simulators
11:20 - 11:45 VReanimate - Non-Verbal Guidance and Learning in Virtual Reality
11:45 - 12:10 Swarm Intelligence for Autonomous Cooperative Agents in Battles for Real-Time Strategy Games
12:10 - 13:10 Lunch
Track 5 Graphics, Vision and Perception (Full Papers)
13:10 - 13:35 City Knights: Spatial Realism and Memorability of Virtual Game Scenes in Pervasive Gameplay
13:35 - 14:00 Extraction of key postures from 3D human motion data for choreography summarization
14:00 - 14:25 Single Image Reconstruction of Human Faces Using Database of Depth Images
14:25 - 14:50 Investigating the Effect of User Profile during Training for BCI-based Games
14:50 - 15:20 Coffee Break
Track 6 Serious Games and Virtual Worlds II (Short Papers)
15:20 - 15:40 Variance-based shape descriptors for determining the level of expertise of tennis players
15:40 - 16:00 Evaluation of a Virtual Gaming Environment Designed to Access Emotional Reactions While Playing
16:00 - 16:20 The Effect of Cognitive Load on Physiological Arousal in a Decision-Making Serious Game
16:20 - 16:40 When Facial Expressions Dominate Emotion Perception in Groups of Virtual Characters
16:40 - 17:00 Gamified 3D Orthopaedic Rehabilitation using Low Cost and Portable Inertial Sensors
17:00 - 17:20 Improving the visualisation of 3D textured models via shadow detection and removal
Track 7 Serious Games Methods and Applications I (Poster Papers) - Parallel Session
17:20 - 17:35 Adaptivity and Safety in Location-Based Games
17:35 - 17:50 Novel 3D games for people with and without hearing loss
17:50 - 18:05 Bug Bang: An Educational Game Based on Eye Movement Interaction
18:05 - 18:20 Experimentation with the human body in virtual reality space. Body, bacteria, life-cycle
Track 8 Serious Games Methods and Applications II (Poster Papers) - Parallel Session
17:20 - 17:35 Serious Games in Nursing Education: An Integrative Review
17:35 - 17:50 Serious Games Adapted to Children with Profound Intellectual and Multiple Disabilities
17:50 - 18:05 Janitor Run: Studying the Effects of Realistic Mirror World like Game Scenes on Game Experience
18:05 - 18:20 Research on Method of Game Interaction Mode Conversion Based on Development Framework of Somatosensory Action Mapping
20:00 - 23:00 Gala dinner - Tavern kalokerinos

DAY 3, 8th September 2017
08:30 - 09:00 Arrival and Registration
09:00 - 10:00 Keynote 3: Prof. Yiorgos L. Chrysanthou
10:00 - 10:30 Coffee Break
W1 - Adaptive and Personalized Game-based Learning Environments
10:30 - 10:50 The value of establishing a community of teachers for the gamification of prosocial learning
10:50 - 11:10 Modelling Learning Experiences in adaptive multi-agent learning environments
11:10 - 11:30 Offline and Online Adaptation in Prosocial Games
11:30 - 11:50 An Adaptive Framework for the Creation of Body-Motion-Based Games
11:50 - 12:10 Expressive Virtual Characters for Social Demonstration Games
12:10 - 12:30 ProsocialLearn: a digital distribution platform for pro-social games
W2 - Gaming Technologies for innovative interventions in Healthcare
10:30 - 10:50 The Gamification of Accessibility Design: A Proposed Framework
10:50 - 11:10 Serious Games as a means for holistically supporting Parkinson's Disease patients: The i-PROGNOSIS Personalized Game Suite framework
11:10 - 11:30 Integrating fall-risk assessments within a simple balance exergame
11:30 - 11:50 The interplay between IoT and serious games towards personalized healthcare
W3 - Serious Games and Cultural Heritage
10:30 - 10:50 Guidelines for interactive digital storytelling presentations of cultural heritage
10:50 - 11:10 Developing a Virtual Museum for the Stoa of Attalos
11:10 - 11:30 Storytelling Games with Art Collections
11:30 - 11:50 An Immersive Virtual Environment for Collaborative Geovisualization
12:30 - 13:00 Closing
13:00 - 15:00 GrCHI Meeting