



SAPEV'2016

1st of May, 2016



Serious Games
www.SAGE.ps

**Séminaire Annuel sur les Pratiques
de l'Enseignement Virtuel (SAPEV)**
(Annual Seminar on Virtual Education Practices)

Serious games



Co-funded by the
Tempus Programme
of the European Union



In the context of the SAGE project, the University of Sousse and the University of Birzeit organize, in collaboration with the APREV (Association de Promotion de la Recherche et de l'Enseignement Virtuel) the 8th edition of the SAPEV.

1st of May, 2016

Call for papers and workshop participation

Serious games and gamification have recently gained a growing interest, not only as research areas but also as powerful and promising tools for a large set of applications in various fields, such as politics, marketing and business, health, education and training.

Furthermore, as the use of games in educational contexts has become more popular, innovative tools have been widely recognized as having considerable potential to foster and support active learning.

It is a field that can be dealt with on two levels. The first one is the professional level, which is related to the implementation and the marketing of serious games, taking into account socioeconomic and cultural aspects. The second level is that of the researches which are undertaken in the field of gamification and serious games, so as to find out how to utilize them in an optimal way to benefit learning.

This 8th edition of SAPEV aims to bring together practitioners, researchers, developers and users of serious games and gamification and therefore constitutes a unique opportunity for them to establish, discuss, exchange and promote new trends and practices.

Topics include but are not limited to:





Pedagogy for and with Serious Games

- Pedagogical approaches for future Serious Games designers and developers.
- Pedagogical theories and their application in Serious Games.
- Cases studies.
- Teaching experiences and their evaluation.

Theory & Technology

Scientific methods, approaches and principles for:

- Serious Games and Gamification design (design principles, engagement, game balancing; storytelling, formalization of game descriptions, models and processes, game patterns).
- Serious Games development (authoring processes, models and metamodeling, tools and frameworks; support for non-programmers e.g. educators and trainers or therapists; game mechanics).
- Game platforms (engines, architectures and infrastructures; reusable components).
- Human computer interface (interfaces and sensor technology; intelligent user interfaces, multimodal interaction; virtual reality/augmented reality, location-based, pervasive, ubiquitous technology; brain computer interfaces).
- Customization and adaptation (player and learner models, profiling, game context; planning and artificial intelligence, machine learning; intelligent tutoring, game mastering; games and social networks).

Best-Practices & Application Domains

Demonstrations, prototypes, case studies and surveys of Serious Games and Gamification for:

- Health and well-being
- Learning, teaching, education and training.
- Engineering, manufacturing, visualization, architecture, planning.
- Marketing, advertisement, tourism and cultural heritage.
- Governance, policies, etc.
- Standardization (interoperability, game content formats).
- Emerging technologies and their impacts on serious games.
- Business models.

Participants are requested to submit an extended abstract (no longer than one page, including authors' details) to be presented and discussed during the seminar.

The best presentations will be selected for an appendix to the specialized journals.

Important dates

- Abstract submission deadline: 15 / 03 / 2016
- Notification date: 10 / 04 / 2016
- Final Papers and Registration deadline: 20 / 04 / 2016



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Submission

Author should submit their abstract online at

<http://aprev-elearning.net>

Invited speakers

Walid Sultan Midani, Digital Mania, Tunisia

Mohamed Jumni, ALESCO, Tunisia

Scientific Committee

Sonia Ayachi Ghannouchi, Sousse University
Maha Khemaja, Sousse University
Thouraya Daouas, APREV, Carthage University
Iyad Tumar, Birzeit University
Faiez Gargouri, Sfax University
Bassem Bouaziz, Sfax University
Jad Najjar, ALQods University
Rashid jayousi, ALQods University
Ralf Klamma, RWTH- Aachen University
Petru Nicolaescu, RWTH- Aachen University
Milos kravcik, RWTH- Aachen University
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Khader Mohammad, Birzeit University
Yousef Asad Hassouneh, Birzeit University
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