Special Session Call for Papers

Games in Engineering Education (GinEE)

Overview
Today, electronic games are more than just pastimes – they are platforms through which we experience virtual situations, try out strategies, and develop & simulate new ideas. Game-Based Learning is set to grow rapidly in the near future. Its wide range of engineering applications includes automotive, aerospace, electrical and systems engineering, medicine, banking, and management. In this context, games are successful educational approaches, mainly when they are built on one of today’s well-established didactic frameworks aiming at strengthening self-regulated personalized learning.

This Special Sessions (GinEE) within the IMCL 2021 Conference, November 2021, Thessaloniki, Greece, aims to cover all aspects of gamification including game-based learning, applications of didactic frameworks, games engineering, serious games, storytelling, user studies, 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 and applications for developing games in engineering education, experience reports, teaching cases, methodologies, personalization approaches as well as any work in progress. Our main goal is to bring together stakeholders for exchanging ideas and experiences and encouraging networking between academia and industry.

Topics
- Game-based learning
- Application of didactic frameworks
- Gamification
- Games engineering
- Serious games
- Digital transformation
- Storytelling
- Usability Studies
- Development of non-technical skills / meta-cognitive skills
- Simulation
- Learning scenarios based on virtual worlds
- Project-based learning – capstone projects
- Game-based learning arrangements
- Development Tools for games
- Applications of games in engineering education
- Experience reports
- Teaching cases
- Methodologies
- Personalization approaches
- Remote / distance /online learning
**Contribution Types**

Papers for the Special Session should have between 8 and 10 pages. All submissions will be peer-reviewed by at least two reviewers. Accepted papers will be included in the conference proceedings if at least one author pays the registration fee AND the paper is presented. The conference proceedings will be published as IMCL2021 Proceedings in the Springer series "Advances in Intelligent Systems and Computing". For further questions, please contact the track chair(s).

**Presentation Types**

IMCL2021 is planned as a hybrid event, therefore remote & onsite presentations will be supported.

**Important Dates**

- **10 Jul 2021** Submission of complete papers for special sessions
- **26 Jul 2021** Notification of acceptance
- **06 Sep 2021** Camera-ready due & author registration deadline
- **04 Nov 2021** IMCL2021 Conference Opening

**Submission**

Please visit: [https://www.conftool.org/imcl-conference](https://www.conftool.org/imcl-conference) and submit your paper by selecting the respective special session.

**Program Committee**

**Chair(s)**

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