2015 International Conference on Interactive Mobile Communication Technologies and Learning (IMCL)

IMCL2015 19-20 November 2015, Mediterranean Palace Hotel, Thessaloniki, Greece

Conference Agenda
Overview and details of the sessions of this conference. Please select a date or room to show only sessions at that day or location. Please select a single session for detailed view (with abstracts and downloads if available).

Session Overview

Date: Thursday, 19/Nov/2015

9:00am - 9:30am
OC: Opening Ceremony
- Location: Room A - "Zeus" Hall
  - Welcome by the IMCL 2015 General Chair: Michael E. Auer, Carinthia Tech Institute
  - Welcome by the Rector of AUTH: Periklis Miltas, Aristotle University of Thessaloniki, Greece
  - Welcome by the Dean of the Faculty of Sciences: Chariton – Charles Chintiroglou, Aristotle University of Thessaloniki, Greece
  - Welcome by the Vice-Chairman of the School of Informatics: Eleftherios Angelis, Aristotle University of Thessaloniki, Greece
  - Welcome by the IMCL 2015 Conference Chair: Thrasyvoulos Tsatsos, Aristotle University of Thessaloniki, Greece

9:30am - 10:30am
K1&2: Keynotes 1 and 2
- Location: Room A - "Zeus" Hall
  - Keynote 1: How Mobile Devices Can Change Our Educational Goals and Methods
    David Guralnick, President of Kaleidoscope Learning, New York, NY, USA
  - Keynote 2: Database for Next Generation Mobile Technologies and Applications
    Mudassar F. Wyne, Professor at National University, San Diego, USA

11:00am - 12:00pm
Keynote 1: How Mobile Devices Can Change Our Educational Goals and Methods
David Guralnick, President of Kaleidoscope Learning, New York, NY, USA

1:00pm - 2:00pm
Keynote 2: Database for Next Generation Mobile Technologies and Applications
Mudassar F. Wyne, Professor at National University, San Diego, USA

2:00pm - 3:00pm
Session Overview
- Location: Room A - "Zeus" Hall
  - Chair: Thomas Klinger, Carinthia University of Applied Sciences
  - LectureMonkey – A Platform for Collaborative Mobile Lecture Capturing and e-Learning Publishing
    Jacob Paul Ukelson, LectureMonkey, Israel
  - AR Stereoscopic Human Eye Examination App
    Carlos Soto 1, Mario Vargas 1, Alvaro Joffre Uribe Quevedo 2, Norman Jaimes 2
  - Collaborative Learning using Pocket Labs
    Thomas Klinger, Christian Madritsch, Carinthia University of Applied Sciences, Austria
  - Evaluation of OpenDelos online video editing and publishing platform for MOOCs
    Hippokratas Apostolidis 1, Thrasyvoulos Tsatsos 1, pan telis Balauras 2, Michalis Gatzonis 2
    1. Aristotle University of Thessaloniki, Greece; 2. National and Kapodistrian University of Athens, Greece

3:00pm - 4:00pm
Session Overview
- Location: Room B - "Ifigenia" Hall
  - Chair: Ioannis Stamelos, Aristotle University of Thessaloniki
  - How does personality affect wiki-mediated learning?
    Panagiotis Attanopoulou, Nikolaos Tsilos, University of Patras, Greece
  - Exploring cultural heritage landscapes in an interactive game-based learning application
    Giannis Boidolis 1, Fotis Lazaridis 1, Vassilios S. Verykios 2, Chris Panagiotakopoulos 2
    1: Hellenic Open University, Greece; 2: University of Patras, Greece
  - Serious+: A technology assisted learning space based on gaming
    George Kalmpourtzis, Aristotle University of Thessaloniki, Greece
  - Using digital learning technologies to bridge the gap between student expectations and experiences
    Carolyne Jacobs, University of Portsmouth, United Kingdom
  - User-oriented service composition platforms
    Aleksandar Dimov Dimov, Elitsa Vasileva Paletkevazova, Elitsa Petrova Stefanova, Dimitka Savelova Mitova
    Sofia University "St. Kliment Ohridski", Bulgaria

4:00pm - 5:00pm
Session Overview
- Location: Room B - "Ifigenia" Hall
  - Chair: George S. Ioanidis, University of Patras
  - Designing Eco-apps to Engage Adult Learners

5:00pm - 6:00pm
Session Overview
- Location: Room C - "Nafsika" Hall
  - Chair: Stavros Demetriades, Aristotle University of Thessaloniki
  - Girls and Science Education: Exploring Female Interests towards Learning with Serious Games
    A Study of KS3 Girls in the North East of England
    Nycetri Dei-Adey, Think Physics, Northumbria University, United Kingdom

6:00pm - 7:00pm
Session Overview
- Location: Room C - "Nafsika" Hall
  - Chair: Simon Crease, Yemen Crotty, Margaret Farren
  - International Centre for Innovation and Workplace Learning, School of Education Studies, Dublin City University, Ireland

7:00pm - 8:00pm
Session Overview
- Location: Room C - "Nafsika" Hall
  - Chair: Panagiotis Stylianidis, Aristotle University of Thessaloniki, Greece
  - Mobile learning: open topics, concept and design of a learning framework
    Panagiotis Stylianidis, Aristotle University of Thessaloniki, Greece

8:00pm - 9:00pm
Session Overview
- Location: Room C - "Nafsika" Hall
  - Chair: Simon Crease, Yemen Crotty, Margaret Farren
  - International Centre for Innovation and Workplace Learning, School of Education Studies, Dublin City University, Ireland

9:00pm - 10:00pm
Session Overview
- Location: Room C - "Nafsika" Hall
  - Chair: Panagiotis Stylianidis, Aristotle University of Thessaloniki, Greece
  - THE GROWTH: A quiz-based game for addressing growing population issues
    Charm Pipitseng, Petroz Lameras, Pamela Kato, Andrew Woodcock
    Coventry University, United Kingdom

10:00pm - 11:00pm
Session Overview
- Location: Room C - "Nafsika" Hall
  - Chair: Panagiotis Stylianidis, Aristotle University of Thessaloniki, Greece
  - Cognitive Training Supported by Information and Communication Technologies
    Aggelis Chatzigerakis, Aristotle University of Thessaloniki, Greece

11:00pm - 12:00am
Session Overview
- Location: Room C - "Nafsika" Hall
  - Chair: Simon Crease, Yemen Crotty, Margaret Farren
  - International Centre for Innovation and Workplace Learning, School of Education Studies, Dublin City University, Ireland

12:00am - 1:00am
Session Overview
- Location: Room C - "Nafsika" Hall
  - Chair: Panagiotis Stylianidis, Aristotle University of Thessaloniki, Greece
  - Mobile learning: open topics, concept and design of a learning framework
    Panagiotis Stylianidis, Aristotle University of Thessaloniki, Greece

1:00am - 2:00am
Session Overview
- Location: Room C - "Nafsika" Hall
  - Chair: Simon Crease, Yemen Crotty, Margaret Farren
  - International Centre for Innovation and Workplace Learning, School of Education Studies, Dublin City University, Ireland

2:00am - 3:00am
Session Overview
- Location: Room C - "Nafsika" Hall
  - Chair: Panagiotis Stylianidis, Aristotle University of Thessaloniki, Greece
  - THE GROWTH: A quiz-based game for addressing growing population issues
    Charm Pipitseng, Petroz Lameras, Pamela Kato, Andrew Woodcock
    Coventry University, United Kingdom

3:00am - 4:00am
Session Overview
- Location: Room C - "Nafsika" Hall
  - Chair: Simon Crease, Yemen Crotty, Margaret Farren
  - International Centre for Innovation and Workplace Learning, School of Education Studies, Dublin City University, Ireland
<table>
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<tr>
<th>Time</th>
<th>Session</th>
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<tbody>
<tr>
<td>5:00pm</td>
<td><strong>Part 1</strong> Games for Creativity, Cognition and Innovation<strong>MSGCI 1:</strong> Special Session &quot;Mobile Serious Games for Lifestyle Change: Conveying nutritional knowledge and motivation through play&quot;<strong>Irene J. Yan, University of Macedonia, Greece</strong></td>
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<td><strong>Chair:</strong> Aikaterini Katmada, Michalis Chatzakis, Hippokratis Apostolidis, Apostolos Mavridis, Panagiotis Stylianidis<strong>Bio-feedback Application****George Kalmpourtzis, Maskott, France</strong></td>
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<td>2:00pm – 5:00pm</td>
<td><strong>Competition:</strong> 1st IMCL Student International Competition for Mobile Learning Apps<strong>Location:</strong> Room C – &quot;Nafplia&quot; Hall<strong>Chair:</strong> Andreas Paster, CUAS Juries: David Gurianick, President of Kaleidoscope Learning, USA  Chara Kontolou, Matrix-T, Greece  Petros Lameris, The Serious Games Institute, UK  Petros Nikolopoulos, Aristotle University of Thessaloniki, Greece  Ioannis Stamatos, Aristotle University of Thessaloniki, Greece  Ilias Troidis, Tero Consulting, Greece**</td>
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<td><strong>Room A - &quot;Zeusa&quot; Hall****Chair:</strong> Daphne Economou, University of Westminster****A Mobile Serious Game for Lifestyle Change:** Conveying nutritional knowledge and motivation through play<strong>Iain Dunwell, Coventry University, United Kingdom</strong></td>
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<td><strong>Room B - &quot;Ifigenia&quot; Hall<strong><strong>Despo Ktoridou, University of Nicosia</strong></strong>Networking Technologies and Applications****MSNTA:</strong> Special Session &quot;Mobile Social Content Platforms&quot;<strong>Location:</strong> Room B - &quot;Ifigenia&quot; Hall<strong>Chair:</strong> Despo Ktoridou, University of Nicola<strong>Student Generated Content in Higher Education Technology-related Blogs</strong>Despo Ktoridou, Elii DeskiumanUniversity of Nicola, Cyprus**</td>
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<td><strong>Room C - &quot;Nafsika&quot; Hall****Chair:</strong> Andreas Paster, CUAS Juries: David Gurianick, President of Kaleidoscope Learning, USA  Chara Kontolou, Matrix-T, Greece  Petros Lameris, The Serious Games Institute, UK  Petros Nikolopoulos, Aristotle University of Thessaloniki, Greece  Ioannis Stamatos, Aristotle University of Thessaloniki, Greece  Ilias Troidis, Tero Consulting, Greece**</td>
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<td><strong>General Session:</strong> Effective English for Industrial Engineering Students<strong>Christina Merl, talkshop.cc, Austria</strong>Everyday devices taught and explained to primary school children by following the energy transformations, using web-based software**Despina M. Garyfallidou, George S. IoannidisUniversity of Patras, Greece****</td>
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<td><strong>Room A - &quot;Zeusa&quot; Hall****Chair:</strong> Daphne Economou, University of Westminster****A Mobile Serious Game for Lifestyle Change:** Conveying nutritional knowledge and motivation through play<strong>Iain Dunwell, Coventry University, United Kingdom</strong></td>
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Creative Thinking Experimentations for Entrepreneurship with A Disruptive, Personalised and Mobile Game-based Learning Ecosystem
Petros Lameris1, Thrasivoulos Tzitas2, Despina Anastasiadou3, Dimitris Tolis3, Fotis Liarokapia3, Aristidis Protopasaitis3, Panagiota Patrida2, Maurice Hendrix1, Sylvester Arnab1
1: Coventry University, United Kingdom; 2: Aristotle University, Greece; 3: Innovation Academy; 4: Human Asset; 5: Masaryk University; 6: Friedrich-Alexander-Universität; 7: Aston University

The Implementation of Cardiopulmonary Resuscitation Training Using Mobile Uploads, Gameification and Direct Feedback Manikins: A Study in Sixth Form Students
Roxanne Applegate1, Deborah Atiker2, Todd Chang3
1: The University of Manchester, Manchester, UK; 2: Royal Manchester Children’s Hospital, Manchester, UK; 3: Children’s Hospital of Los Angeles, USA; 4: Karolinska Institutet, Sweden

Educ-simulation: a serious games platform designed to simulate a teaching environment
Daphne Economou1, Ioanniou Doumanios2, Vassiliki Bouki1, Frands Pedersen1, Markos Mentzelopoulos1, Nektarios Georgalas3
1: University of Westminster, London, United Kingdom; 2: Coventry University, United Kingdom; 3: BT Intel Co-lab British Telecom Ipswich, UK

Digital game creation as a creative learning activity
Margarida Romero1, Niki Lambropoulos2
1: Université Laval; 2: London South Bank University

Green@CU: An environmental game for Residential Accommodation
Panagiotis Petrida1, Fotis Liarokapia3, Petros Lameris2, Maurice Hendrix2, Ian Dunwell3, Anastasios Babauskas4, Elisa Smithson5, Mark Gaterel6
1: Aston University, United Kingdom; 2: Coventry University, United Kingdom; 3: Masaryk University, HCl Lab, Brno, CZ; 4: University of Northampton, Northampton, UK; 5: University of Portsmouth, Portsmouth, UK

5:00pm - Coffee Break
5:00pm - 7:00pm

Posts: Posters
Location: IMCL Reception & Posters Area

Constantine Capital of Arab Culture for 2015
Reda Yacini, Yohia Belayadi, Larbi Selmani, Djamel Boubetra
Université de la formation Continue, Algeria

Mobile in support of a system of education: between presence and ubiquity
Giorgio Poletti
Università di Ferrara, Italy

5:30pm - 7:00pm

MHTC: Special Session “Mobile Health Care and Training”
Location: Room A - "Zeus" Hall
Chair: Panagiota Bamidia, Aristotle University of Thessaloniki

Real-time Health Monitoring and Contextualised Alerts Using Wearables
Thanos G. Stavropoulos, Georgios Meditskos, Statel Andreadis, Ioannis Kompatsiaris
Centre For Research & Technology Hellas, Greece

A Preliminary Study on Fall Risk Evaluation through Electromiography Systems
Gabriele Ressio, Alessandro Leone, Andrea Caroppo, Piero Siciliano
CNR-IMM, Italy

MyAirCoach: Designing a mobile application for the education of patients regarding asthma disease
Dimosthenes Kikidis, Konstantinos Votis, Ilios Varvaras
Information Technologies Institute, Centre of Research & Technology - Hellas, Thessaloniki, Greece

Sensor-based In-home Monitoring of People with Dementia Using Remote Web Technologies
Anastasios Karakostas1, Iooulita Lazareou1, Georgios Meditskos2, Thanos G. Stavropoulos2, Ioanna Kompatsiaris1, Magda Tzioaki2
1: Aristotle University of Thessaloniki, Greece; 2: University of Manchester, United Kingdom; 3: Innovation Academy; 4: Human Asset; 5: Masaryk University; 6: Friedrich-Alexander-Universität; 7: Aston University

Charalampos Stefanos Christou, Despo Kharidou, Apostolos Papatheocharous, Florent Domenach
University of Nicosia, Nicosia, Cyprus
An F1 Mobile Application
Andreas Savva, Spyros Hadjidakis, Florent Domenach, Vassilis Stylianou
University of Nicosia, Cyprus

Graphing Equations in Economics
Andreas Savva, Spyros Hadjidakis, Vassilis Stylianou
University of Nicosia, Cyprus

Felt – A Social Feeling App
Florent Domenach, Pouya Charmaei, Andreas Savva, Charalampos Christou
University of Nicosia, Cyprus

PAss -- a Programming Assignment Submission System
Florent Domenach, George Portiede
University of Nicosia, Cyprus

IEL: Special Session "Immersive Technologies for Effective Learning"
Location: Room B - "Nilgina" Hall
Chair: Yevgeniya Sulena, National Technical University of Ukraine "Kyiv Polytechnic Institute"
Chair: Aristidis Protopasaitis, Friedrich-Alexander-Universität

Haptic Interaction in Educational Applications
Yevgeniya Sulena
National Technical University of Ukraine "Kyiv Polytechnic Institute", Ukraine

Olfactory Media Impact on Task Performance: The Case of a Word Search Game
Ghoroobdoa Ohmo1, Oluwakemi Ademoy3
1: Brunel University; 2: University of Wales

Hi kids: that's funny! Mechanics 3D Virtual lab
Maria Teresa Restivo, Diana Urbano, Maria de Fátima Chouza
Laeti-NEGI, Faculty of Engineering, University of Porto

Perceptually captured gesture interaction with immersive information retrieval environments.
Markos Mentzelopoulos1, Jeffrey Michael Ferguson1, Dr. Aristidis Protopasaitis2
1: University of Westminster, United Kingdom; 2: Institute for Innovation in Learning Friedrich-Alexander-University Erlangen-Nuremberg

Application of Immersive Technologies for 1: Coventry University, United Kingdom; 2: Aristotle University, Greece; 3: Innovation Academy; 4: Human Asset; 5: Masaryk University; 6: Friedrich-Alexander-Universität; 7: Aston University

25.04.16 14:23
The Future of Mobile Health ADHD Applications
Niki Pandria, Dimitris G Spachos, Panagiotis Bamidis
Aristotle University of Thessaloniki, Greece

Transfering Full Body Exergames from Desktop Applications to Mobile Devices: the Role of the Internet of Things
Evdokimos I Konstantinidis, Giorgos Bamparopoulos, Panagiotis D Bamidis
Aristotle University of Thessaloniki, Greece

Towards a Quantified-Self web application for seniors' self-tracking
Asterios Mpatziakas, Antonis Billis, Panagiotis Bamidis
Lab of Medical Physics, Aristotle University of Thessaloniki, Greece

Education: State Of The Art
Péter Tamás Kovács1, Niall Murray2, Gregor Rozinaj3, Yevgeniya Sukmena4, Renata Rybarová3
1: Holografika; 2: Athlone Institute of Technology; 3: Slovak University of Technology; 4: National Technical University of Ukraine "Kyiv Polytechnic Institut", Ukraine

Multilingual and Multisensorial Dictionary Tool as a Support for the Effective Learning in the Area of ICT
Peter Truchly1, Pavol Podhradský1, Marek Nevosad2, Tomáš Zeman2
1: Slovak University of Technology, Slovak Republic; 2: Czech Technical University, Czech Republic

Implementation and evaluation of a game using natural user interfaces in order to improve response time
Nikolaos Politopoulos, Euthimios Ziagkas, Georgios Grouios, Thrasyvoulos Tsiatsos
Aristotle University of Thessaloniki, Greece

9:00pm - 11:30pm Conference Dinner
Location: Kitchen Bar, Thessaloniki
**Date: Friday, 20 Nov 2015**

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<th>Time</th>
<th>Session</th>
<th>Location/Room</th>
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<td>9:00am</td>
<td><strong>Registration</strong></td>
<td>IMCL Reception &amp; Posters Area</td>
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<td>9:30am</td>
<td><strong>K3 &amp; 4: Keynotes 3 and 4 - Competition Winners</strong></td>
<td>Room A - &quot;Zeus&quot; Hall</td>
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<td>11:00am</td>
<td><strong>Keynote 3: Engineering Digital and Mobile Learning for Professional Development, Employability and Economic Sustainability: Issues of Collaboration, Integration, Globalization and the Internet of Things</strong> James Uomoobhi, Professor at University of Ulster, Northern Ireland, United Kingdom&lt;br&gt;<strong>Keynote 4: Shifting Paradigms in Medical/Health Education Informatics: From Digitisation and Standardisation to Open/Scenario based Learning and Analytics</strong> Panagiotis Bamidis, Associate Professor, Medical School, Aristotle University of Thessaloniki, Greece&lt;br&gt;<em>Reward of the winners of the 1st IMCL Student International Competition for Mobile Learning Apps</em></td>
<td>Room A - &quot;Zeus&quot; Hall</td>
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| 11:30am| **Coffee Break**                                                                         | Room A - "Zeus" Hall           |
| 11:30am| **Coffee Break**                                                                         | Room A - "Zeus" Hall           |

| 1:00pm| **MSGCI 2: Special Session "Mobile Serious Games for Creativity, Cognition and Innovation" Part 2**<br>**Development of a mobile wind laboratory for teaching purposes in emerging countries**<br>**A mobile app for emergency contraception awareness and education**<br>**Using the latest developments in mobile technology to improve students’ engagement with assessment feedback.**<br>**Digital storytelling with locative media in museum education: when the student becomes the author of the museum experience**<br>**A mobile app for emergency contraception awareness and education**<br>**Using the latest developments in mobile technology to improve students’ engagement with assessment feedback.**<br>**Digital storytelling with locative media in museum education: when the student becomes the author of the museum experience** | Room A - "Zeus" Hall           |

| 2:00pm| **Lunch**                                                                                 | Room A - "Zeus" Hall           |
| 2:00pm| **MSGCI 2: Special Session "Mobile Serious Games for Creativity, Cognition and Innovation" Part 2**<br>**Gamification Design Framework Based on SDT for Student Motivation**<br>**CyberAware: A Mobile Game-based app for Cybersecurity Education and Awareness**<br>**Using mobile learning games for delivering purposes in Humanities**<br>**Designing a gamified News Reader for mobile devices**<br>**Small and flexible web based framework for teaching QR and AR mobile learning application development.**<br>**Examining the interrelation between Interaction Analysis and Learning Styles in blog-based collaborative learning activities: The case of the G.I.A.N.T. toolkit**<br>**10 User Interface Elements for Mobile Learning Application Development**<br>**Remote Interactive Mobile Learning - Application in Electronics Learning**<br>**Spatial evaluation for data inconsistency** | Room A - "Zeus" Hall           |

| 3:30pm| **MSGCI 2: Special Session "Mobile Serious Games for Creativity, Cognition and Innovation" Part 2**<br>**Gamification Design Framework Based on SDT for Student Motivation**<br>**CyberAware: A Mobile Game-based app for Cybersecurity Education and Awareness**<br>**Using mobile learning games for delivering purposes in Humanities**<br>**Designing a gamified News Reader for mobile devices**<br>**Small and flexible web based framework for teaching QR and AR mobile learning application development.**<br>**Examining the interrelation between Interaction Analysis and Learning Styles in blog-based collaborative learning activities: The case of the G.I.A.N.T. toolkit**<br>**10 User Interface Elements for Mobile Learning Application Development**<br>**Remote Interactive Mobile Learning - Application in Electronics Learning**<br>**Spatial evaluation for data inconsistency** | Room A - "Zeus" Hall           |

| 4:00pm| **Role of Biotechnology Simulation and Remotely Triggered Virtual labs in Complementing University Education**<br>**Using the latest developments in mobile technology to improve students’ engagement with assessment feedback.**<br>**Digital storytelling with locative media in museum education: when the student becomes the author of the museum experience**<br>**A mobile app for emergency contraception awareness and education**<br>**Using the latest developments in mobile technology to improve students’ engagement with assessment feedback.**<br>**Digital storytelling with locative media in museum education: when the student becomes the author of the museum experience** | Room A - "Zeus" Hall           |

| 5:00pm| **Room B - "Ilmegaria" Hall**<br>**Task Suitability and Multimedia Interaction at the 2.4 GHz Arena for Educational Purposes - The Impetus for Usability vs Cost Effectiveness**<br>**A Mobile Learning Application for Self-Management of Health and Disease**<br>**E-learning as a tool for improving access to academic education in the opinion of University of Gdansk students and teachers**<br>**Raising safer internet awareness through a mobile application based on contrasting visual stories**<br>**A Mobile Learning Application for Self-Management of Health and Disease**<br>**E-learning as a tool for improving access to academic education in the opinion of University of Gdansk students and teachers**<br>**Raising safer internet awareness through a mobile application based on contrasting visual stories** | Room A - "Zeus" Hall           |

| 5:30pm| **Room B - "Ilmegaria" Hall**<br>**Task Suitability and Multimedia Interaction at the 2.4 GHz Arena for Educational Purposes - The Impetus for Usability vs Cost Effectiveness**<br>**A Mobile Learning Application for Self-Management of Health and Disease**<br>**E-learning as a tool for improving access to academic education in the opinion of University of Gdansk students and teachers**<br>**Raising safer internet awareness through a mobile application based on contrasting visual stories**<br>**A Mobile Learning Application for Self-Management of Health and Disease**<br>**E-learning as a tool for improving access to academic education in the opinion of University of Gdansk students and teachers**<br>**Raising safer internet awareness through a mobile application based on contrasting visual stories** | Room A - "Zeus" Hall           |
3:30 pm - 5:00 pm

**MSGCI 3: Special Session “Mobile Serious Games for Creativity, Cognition and Innovation” Part 3**

Location: Room A - “Zeus” Hall

Chair: Petros Lameras, Coventry University

Towards the Gamification of Inquiry-Based Flipped Teaching of Mathematics - A Conceptual Analysis and Framework

Petros Lameras¹, Nektarios Moumoutzis²
1: Serious Games Institute (SGI), Coventry University, UK; 2: Technical University of Crete / Laboratory of Distributed Multimedia Information Systems and Applications (TUCMUSIC), Chania, Greece

Towards an Ontology-driven Game-based Educational Platform with Automatic Students Monitoring

Sarah Malaka, Alman Erbad, Jihad M. Ali'a'am
Department of Computer Science and Engineering, Qatar University, Qatar

Treasure hunt pervasive games in cultural organisations

Dagune Economou¹, Vasiliki Boukl¹, Thanos Kouvenis⁵, Markos Mentzopoulos¹, Nektarios Georgalas²
1: University of Westminster, United Kingdom; 2: British Telecom, United Kingdom

Gameued.UKW: A Case of Edu-Gamification for Game Designers

Michal Mochocki
Kazimierz Wielki University in Bydgoszcz, Poland

An Adaptive Serious Neuro-game using a Mobile version of a Bio-feedback device

Aikaterini Kalmará, Michalis Chatzakis, Hippokratis Apostolidis, Apostolos Mavridis, Stylianida Panagiotis
Aristotle University of Thessaloniki, Greece

5:00 pm - 7:30 pm

**OL + ML: Special Session “Online Labs and Mobile Learning”**

Location: Room B - “Ilpigna” Hall

Chair: Samir Akhrour, University of Bordj Bou Amedi/Siience Tempus Project Partner

Secure Fingerprint-based authentication and non-repudiation services for mobile learning systems

Faudil Belhadj¹, Samir Akhrour², Samy Ali aoudia¹
1: Ecole Instrémionale Superieure de I'informatique, Algeria; 2: Université Mohamed Elbache El Brahmi, Bordj Bou Amedi, Algeria

BBA Virtual Laboratory through M-Learning

Adel Merabet, Samir Akhrour, Djamel Boubetra, Foudil Belhadj, Larbi Selmani, Abdelhak Bouadra
University of Bordj Bou Amedi, Algeria

Trust and Forgiveness in Virtual Teams: A Case Study in Algerian E-Learning Context

Meriem Latzi¹, Roya Imani Giglou¹, Samir Akhrour², Ramdane Maamri²
1: Computer science Faculty at Bordj Bou Amedi University, Algeria; 2: Institute for media studies at the Catholic University of Leuven, Belgium; 3: Computer science Faculty at Constantine 2 University, Algeria

Dihya: an Intelligent Learning Object Repository

Rouabah Abdelbasset, Selmani Larbi, Belayadi Yahia
Université de la formation Continue, Algeria

Design of remote electronic laboratory

Hakima Mostefaoui, Abdallah Benachenhou
University of Mostaganem, Algeria

3:30 pm - 5:00 pm

**MsM’2015: Special Session “Motivating Students with Mobiles”**

Location: Room A - “Zeus” Hall

Chair: Anastasios A. Economides, University of Macedonia

The effects of Perceived Mobility and Satisfaction on the adoption of Mobile-based Assessment

Stavros A. Nikou, Anastasios A. Economides
University of Macedonia, Greece

mSchools Programme. A new way of teaching and learning.

Jordi Vivanco Mars¹, Roger Cussó Calahus¹, Albert Forn Palacín²
1: Department of Education Generalitat of Catalonia, Spain; 2: Associate Director GSMA

Speaky Notes: learn languages with AR

Fabio Sorrentino, Lucia Davide Spano, Riccardo Scateni
University of Cagliari, Italy

Students’ Readiness for Mobile Learning in Republic of Yemen – a Pilot Study

Gorgi Tufarov¹,², Abdulrahman Al Sabri³, Dniela Tufarova¹
1: South-East University “Neofit Rilski”, Bulgaria; 2: Bulgarian Academy of Sciences, Institute of Mathematics and Informatics, Sofia

SuperAvatar: Children and mobile tourist guides become friends using superpowered avatars

Fabio Sorrentino, Lucia Davide Spano, Riccardo Scateni
University of Cagliari, Italy
Date: Saturday, 21/Nov/2015
8:00am - 4:30pm Social Program
- Location: Lobby of Mediterranean Palace Hotel
Half-day (08:00-16:30) tour in the Olympus Mountain and a visit to the Archaeological Museum of Dion.
Program:
• A. Departure from Thessaloniki, in front of Mediterranean Palace Hotel (conference venue)
• B. Conducted visit to the Archaeological Museum of Dion (ticket included in the social program fee).
• C. Visit at Olympus Mountain and walking tour next to Enipeas river
• D. Lunch at Litohoro village
• E. Bus stop at Thessaloniki airport (about 16:00)
• F. Arrival at Mediterranean Palace Hotel (conference venue)