



TECHNISCHE
UNIVERSITÄT
DARMSTADT



KOM - Multimedia
Communications Lab



Institut für
Sportwissenschaft

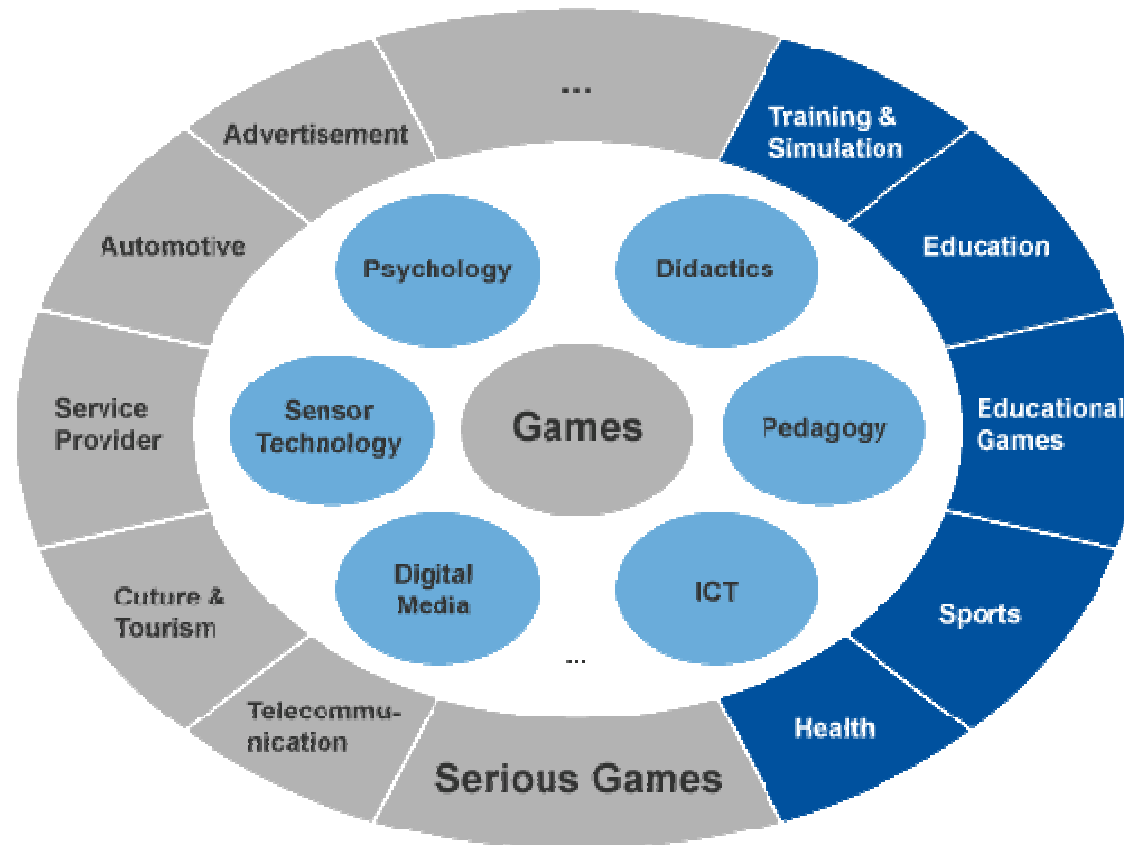
GAMEDAYS // 2011

12.9. 2nd Int'l Academic Conference

13.9. 7th Science meets Business

Stefan Göbel | Stefan.Goebel@KOM.tu-darmstadt.de | 29. September 2011

GameDays 2011



Serious Games = Game Concepts/Tech + further Tech/Research → SG Domains

10:20 Opening GameDays

10:30 Keynote Patrick Felicia, Waterford Institute of Technology, Ireland

11:00 Session I, Educational Games

12:40 Demo Appetizers

13:00 Lunch

14:00 Keynote Roman Schönsee, Ranj Serious Games, The Netherlands

14:45 Session II, Training Programs and Games for Health

15:30 Coffee

16:00 Session III, Theory, Technology & Best Practice

17:20 Open Space

18:00 Social Event

- **Gameboy meets Lagerfeuer**
- **Best Paper Award**
- **at Multimedia Communications Lab – KOM (100m walk)**



Games Park

>30 Exhibits

Please visit, play
& discuss

Exhibits and Demos

In the list of exhibits click on 'Detail' to see description, contact and more screenshots.

Image	Name	Title	Contact	
	Adapting Playware to Rehabilitation Practices	Modular Interactive Tiles	Henrik Hautop Lund Danmarks Tekniske Universitet Elektrovej Bygning 325, rum 212 2800 Kgs. Lyngby	Detail
	„Der Chaos-Fluch: Darmstadt im Bann des Zauberers“	Web-basiertes Spiel über die Stadt Darmstadt	Dr. Stefan Göbel Hessisches Telemedia Technologie Kompetenz-Center e.V. Merkstr. 25 64283 Darmstadt Fon: Fax:	Detail
	BalanceFit	Entwicklung und Evaluation von Methoden und Konzepten zur Sturzprävention – Training der Kraft, Koordination und Balance	Dr.-Ing. Stefan Göbel httc e.V. Rundeturm 10 64283 Darmstadt	Detail
	DUX http://www.kbx-software.com	Klassisches Shoot em Up	KTX Software Development Rundeturmstraße 10 64283 Darmstadt	Detail
	Ergo Active	Adaptive und personalisierbare Exergames für das Herz-Kreislauf-Training	Sandro Hardy Technische Universität Darmstadt Fachgebiet Multimedia Kommunikation Rundeturmstr. 10 64283 Darmstadt	Detail
	Escape from Wilson	A Collaborative Online 3D Multiplayer Serious Game	Viktor Wendel Technische Universität Darmstadt	Detail

22 Paper Submissions

6 full papers accepted, minor modifications

5 full papers accepted, conditional/major modifications

1 short paper accepted, minor modifications

4 short/demo papers accepted, conditional/major modifications

1 poster accepted, minor modifications

8 papers rejected

Journal: <30% acceptance rate

All papers \geq 4 reviews

Thanks a lot to all Reviewers !

Conference Chairs

Stefan Göbel, TU Darmstadt, Multimedia Communications Lab
Josef Wiemeyer, TU Darmstadt, Institute for Sport Science

Program Committee

Thomas Baranowski, Baylor College of Medicine, Houston, TX, United States

Linda Breitlauch, Mediadesign Hochschule, Düsseldorf, Germany

Owen Conlan, Trinity College, Dublin, Ireland

Karin Coninx, Hasselt University, Belgium

Holger Diener, Fraunhofer Institute for Computer Graphics, Rostock, Germany

Ralf Dörner, RheinMain University of Applied Sciences, Wiesbaden, Germany

Abdulmotaleb El Saddik, University of Ottawa, Canada

L. Miguel Encarnação, Humana, Louisville, KY, United States

Patrick Felicia, Waterford Institute of Technology, Ireland

Peter A. Henning, Karlsruhe University of Applied Sciences, Germany

Markus Herkersdorf, TriCAT GmbH, Germany

M. Shamim Hossain, King Saud University, Kingdom of Saudi Arabia

Michael Kickmeier-Rust, TU Graz, Austria

Christoph Klimmt, Hochschule für Musik, Theater und Medien Hannover, Germany

Harald Korb, Vitaphone GmbH, Germany

Kristof van Laerhoven, TU Darmstadt, Germany

Effie Law, ETH Zürich, Switzerland

Maic Masuch, Uni Duisburg-Essen, Germany

Jörg Müller-Lietzkow, Uni Paderborn, Germany

Lennart Nacke, University of Ontario Institute of Technology (UOIT), Canada

Roman Schönsee, Ranj, Rotterdam, Netherlands

Florian Stadlbauer, DECK13 Interactive, Frankfurt, Germany

Ralf Steinmetz, TU Darmstadt, Germany

Katarzyna Wac, University of Geneva, Switzerland

**Serious Games –
Theory, Technology & Practice**

**Proceedings – GameDays 2011
September 12-13, 2011**

**Editors: Josef Wiemeyer & Stefan Göbel
Darmstadt 2011**

ISBN: 978-3-928876-27-8 (212 pages)

Further:

- **Special Issue on Serious Games, Int’l Journal for Computer Science and Sport**
- **(opt.) Int’l Journal Game-based Learning**

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Partners

GAMEDAYS //2011



GameDays 2011

www.gamedays2011.de

- Program, Speaker Profiles, Exhibits

GameDays 2012

- September 18-20, 2012
- Technical University Darmstadt
- In conjunction with EDUTAINMENT 2012

Info & Contact

gamedays2011@kom.tu-darmstadt.de

Nominees

- Annika Kliem, Viktor Wendel – Virtual Sports Teacher
- Linda Stege, Pieter Spronck – Serious Games Education
- Jörg Müller-Lietzkow – Serious Games Theory & Reality
- Nielsen, Lund – Adapting Playware to Rehabilitation Practices (Demo)
- Sandro Hardy – Adaptation Model for Indoor Exergames
- Martin Knöll – The Space of Digital Health Games
- Robin Mellecker – Do children choose to play active video games..

Criteria

- Prio 1: Review Results
- Prio 2: Presentation

Jury

- GameDays Scientific Comittee

Sponsors

- KTX Software Development
- TuneUp

