

**The 8<sup>th</sup> European Conference on Games Based Learning  
Research and Training Center for Culture  
and Computer Science (FKI)  
University of Applied Sciences HTW Berlin  
Berlin, Germany  
9-10 October 2014**

**Conference Director:** Professor Thomas Connolly, University of the West of Scotland, UK

**Conference Chair:** Professor Dr. Michael Heine, University of Applied Sciences HTW Berlin, Germany

**Programme Chair:** Professor Dr.-Ing. Carsten Busch, University of Applied Sciences HTW Berlin, Germany

**Call for Papers, PhD Research, Case Studies, Work in Progress/Posters, Round Table Proposals, non-academic Contributions and Product Demonstrations**

**Mini Track: Motion sensor gaming in education**

**Mini Track Chair:** [Dr Tharrenos Bratitsis](#), University of Western Macedonia, Greece

Motion sensor technology is being applied in many areas, including education. An increasing number of students are becoming familiar with commercial game consoles such as Nintendo Wii, Sony Playstation + Move, Microsoft XBOX Kinect, etc. within their social environments, including at home and school. As a result of this educators are challenged with the exploitation of motion sensor gaming in school activities, to motivate and engage their students in the learning process. The effective use of motion sensor based games is already highlighted in a growing body of literature.

This mini track aims to investigate the application of motion sensor technology to game based learning and to consider the outcomes on students' cognitive, social, emotional or physical development.

An extended version of selected papers from the mini track will be considered for a Journal Special Issue, to be announced before the conference.

Suggested topics include but are not limited to:

- Computer games which integrate external sensor mechanisms, focusing on motion sensors (e.g. Kinect, PlayStation Move, Nintendo Wii and other ad hoc solutions, utilizing technologies like Arduino, ScratchBoard and Raspberry Pi)
- Educational exploitation of console video games, introducing motion sensing.
- Math, Science or Literature and motion sensor based games
- Design and development of motion sensor based games
- Educational applications through the use of motion sensor technology
- Theoretical perspectives of the effectiveness of motion sensing technologies and their appropriateness, according to the educational level
- Case studies' and best practices' report from laboratory and in-class applications.

**Publication opportunity**

Papers accepted for the conference will be published in the conference proceedings, subject to author registration and payment. The proceedings have an ISBN and details of the proceedings accreditations are listed on the [conference website](#).

Papers will also be considered for publication in a special issue of the Electronic Journal of e-Learning and to the [International Journal of Game-Based Learning](#). The latest issue of the Electronic Journal of e-Learning is available to read [online](#).

As well as full academic papers, the following submissions are welcomed:

**Work in Progress/Posters** Researchers are invited to submit current projects which are either at the proposals stage or are work in progress.

**PhD Research:** Doctoral Candidates are invited to submit papers describing their research.

**Case Study Submissions;** Submissions should be written to publishable standards.

**Non-Academic Contributions;** Contributions from individuals and organisations working in the field. These contributions can take the form of a presentation or a demonstration.

**Round Table Proposals;** Topical subjects proposed for discussion.

**Product Demonstrations and Exhibitor Opportunities:** If you are contributing to the conference in any of the above categories you can also request the opportunity to give a product demonstration. If you would like to exhibit and/or demonstrate a product at the conference we suggest that you apply for one of our exhibitor packages.

### Submission details

**Abstracts:** All submission types require an abstract in the first instance. The Abstract should be a minimum of 300 and no more than 500 words including up to five keywords and keyphrases to be received by **20 March 2014**. Please read the [Abstract Guidelines](#) before submitting.

**Submission:** Online via the [submission form](#). Please ensure that you complete all relevant sections of the form, including the conference track the abstract is intended for, the proposed title for the paper, the full names (first name and surname, not initials) and email addresses of all authors and a postal address and telephone number for at least one contact author. Please indicate clearly if the contact author is not the lead author. <http://academic-conferences.org/ecgbl/ecgbl2014/ecgbl14-abstract-submission.htm>

**Full paper:** Only required after acceptance of abstract and not to be more than 5,000 words including abstract, keywords and references. Submission date will be **no later than 8 May 2014**. Please read the style guidelines document. Papers should be submitted as .doc or .rtf file attachments by email to the Conference Manager, [Julia Hawkins](#) with the [submission checklist and copyright form](#)..

Due to the large number of papers expected for this conference, the committee prefers that an author presents only one paper. However, if multiple papers are accepted for publication and presentation, each paper requires a separate registration fee. Author registration and payment must be completed by **4 September 2014** and there are special [discounts](#) available for earlybird registration and group bookings, including a special reduced rate for supervisors and students attending together.

All full papers will be double-blind reviewed by members of the conference committee to ensure an adequate standard, that the proposed subject of their abstract has been followed, that the paper is of a suitable length, the standard of English is adequate and the paper is appropriately referenced.

### Important dates

Abstract submission deadline:	<b>20 March 2014</b>
Notification of abstract acceptance:	<b>27 March 2014</b>
Full paper due for review:	<b>8 May 2014</b>
<b>Call for Games Closes on:</b>	<b>16 June 2014</b>
Notification of paper acceptance (with any changes):	<b>17 July 2014</b>
Earlybird registration closes:	<b>31 July 2014</b>
Final paper due (with any changes):	<b>14 August 2014</b>
Final author payment date:	<b>4 September 2014</b>



The conference programme committee is currently being updated. Full details will be posted on the [conference website](#) as soon as they are confirmed.

This pdf is an abbreviated call for papers. The full updated call for papers can be found online at

<http://academic-conferences.org/ecgbl/ecgbl2014/ecgbl14-call-papers.htm>

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