



CALL FOR PAPERS

ICGGBL 2018
May 14-15, 2018
London, United Kingdom

The International Research Conference is a federated organization dedicated to bringing together a significant number of diverse scholarly events for presentation within the conference program. Events will run over a span of time during the conference depending on the number and length of the presentations.

ICGGBL 2018 : 20th International Conference on Gamification and Game-Based Learning is the premier interdisciplinary forum for the presentation of new advances and research results in the fields of Gamification and Game-Based Learning. The conference will bring together leading academic scientists, researchers and scholars in the domain of interest from around the world. Topics of interest for submission include, but are not limited to:

Game-based learning
Development of
Learning scenarios based
Project based learning
Game-based learning
Tools for developing
Game-based learning in
Technology and
Use of mobile and MMOGs
Pedagogical issues
Social and ethical issues
Pedagogical/learning
Evaluation of game-based
Assessment in game-based
Integrating games into
Games to teach arts,
Social and collaborative

Multi-modal aspects of
Motivational aspects of
Gender/age/cultural
Ethical concerns of
Achieving sustainable
Serious games and
Gamification within the
Organizational issues
Designing games for
Best practices in game
Alternative controls/
Technologies, tools and
Technologies for mobile
Prototyping and/or
User interface and user
Narrative/role-playing in
Developing characters and