



# 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.

The 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 Resource Conservation and Restoration Ecology. 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