December 5 – 7, 2017, Lisbon, Portugal

Instituto Superior Técnico, University of Lisbon
Paper submission: ~~July 10, 2017~~ July 28, 2017
Notification of acceptance: September 8, 2017
Final paper submission: October 2, 2017

GALA conference 2017

ORGANIZATIONAL STRUCTURE

GALA'16 was an event organized by the [Serious Games Society](). The organization structure is the following:

General Chair:

- João Dias (INESC-ID and Instituto Superior Técnico, Universidade de Lisboa, Portugal)

Program Chairs:

- Pedro A. Santos (INESC-ID and Instituto Superior Técnico, Lisboa, Portugal)

- Remco C. Veltkamp (Utrecht University, The Netherlands)

Demo Chair:

- Jannicke Baalsrud Hauge (BIBA, Germany/ KTH, Sweden)

Tutorial Chair:

- Carolina Islas Sedano (University of Eastern Finland, Finland)

Program Committee:

- Anissa All (University of Gent, Belgium)
- Alessandra Antonaci (ITD-CNR, Italy)
- Sylvester Arnab (Coventry University, Uk)
- Aida Azadegan (The Open University, UK)
- Jannicke Baalsrud Hauge (BIBA, Germany/ KTH, Sweden)
- Per Backlund (Högskolan i Skövde, Sweden)

	Session 7 Methods and Tools II Session chair: Esther Kuindersma
13:40	Richard Lackes, Markus Siepermann and Georg Vetter *The Effect of Uncertainty and Quality Perception on the Usage of Forecasting Tools - A Game Based Analysis*
14:00	Jannicke Baalsrud Hauge, Ioana Andreea Stefan, Antoniu Stefan, Massimiliano Cazzaniga, Pau Yanez, Tomasz Skupinski and Francois Mohier *Exploring context-aware challenges in gamified pedagogical settings*
	Session 8 Games for Health Session chair: Alessandro De Gloria
14:20	Teresa de La Hera Conde-Pumpido *Identifying different persuasive gaming approaches for cancer patients*
14:40	Sergio Valdivia, Robin Blanco, Alvaro Joffre Uribe Quevedo, Lina Maria Peñuela Calderon, David Rojas and Bill Kapralos *A Spinal Column Exergame for Occupational Health Purposes*
15:00	*Coffee Break*
	Session 9 Persuasive Games Session chair: Manuel Gentile
15:20	Jonathan van 'T Riet, Annika Meeuwes, Laura Van der Voorden and Jeroen Jansz *Investigating the effects of a persuasive digital game on immersion, identification, and willingness to help*
15:40	Ruud Jacobs, Stefan Werning, Jeroen Jansz and Julia Kneer *Procedural Arguments of Persuasive Games: An Elaboration Likelihood Perspective*
16:00	**Best Paper and Best Game Awards Cerimony**
16:20	**Wrapping up**
	END OF THE CONFERENCE

Poster Session: December 6

Manuel Gentile, Salvatore Perna, Giuseppe Città, Simona Ottaviano, Valentina Dal Grande and Mario Allegra. *Using the Educational Potential Mapper to design an adaptive Serious Game: the "uManager" case study.*

Edward Oates. *Serious Games for Participatory Design, Crowdsourcing and Remote Usability Testing.*

André Antunes, Rui Neves Madeira, Gabriela Postolache and Octavian Postolache. *NUIbased Serious Game Platform towards Personalized Therapy with "Special Children".*

Fernando Cassola, José Iria, Hugo Paredes, Leonel Morgado, Antonio Coelho and Filipe Soares. *Using Choreographies to support the gamification process on the development of an application to reduce electricity costs.*

Drew Crecente and Ruud Jacobs. *Gaming Against Violence: An Exploratory Evaluation through Mechanical Turk of the Efficacy of Persuasive Digital Games in Improving Unhealthy Relationship Attitudes.*