

OVERVIEW PARALLEL SESSION 1

Monday 2 February 2015 – 1.30 – 2.30 p.m.

M.001	Games for Change panel
	Introduction: the Why and How of Games for Social Change. <i>Jeroen Jansz & Joyce Neys</i>
	The role of Endocentric persuasion in Games for Social Change <i>Teresa de la Hera Conde-Pumpido</i>
	A model of Persuasive Gaming in context <i>Ruud Jacobs</i>
	User Centered Desing <i>Ben Schouten & Martijn Kors</i>
	The Friendly ATTAC project: creating a serious game as intervention against cyberbullying with adolescents <i>Sara Bastiaensens et al</i>
	Best practices for interdisciplinary research supporting the development of digital games for personal empowerment and social inclusion <i>Jan van Looy et al</i>
	What has an interdisciplinary approach brought us, and how do we proceed? <i>Interactive with audience, moderator Jeroen Jansz</i>
M.002 - MPpsych.	(Social) Media & Negative Consequences <i>Chair: Katrien Van Cleemput</i>
	Facebook use and alcohol consumption: Exploring the processes through which the use of social networking sites and adolescents' intentions to consume alcohol are related <i>Kathleen Beullens and Vandenbosch Laura</i>
	Hearing voices, feeling vibrations: a cross-national assessment of media-related psychotic experiences within a healthy population <i>Thomas Frissen and Jan Van den Bulck</i>
	Social Network Site Use and Body Dissatisfaction: A Longitudinal Study Among Adolescent Boys and Girls <i>Dian de Vries, Jochen Peter, Hanneke De Graaf, Peter Nikken and Patti M. Valkenburg</i>