



# Learning 2007 with Games

We invite you to participate in the “Learning with Games” Conference,  
24<sup>th</sup> – 26<sup>th</sup> September 2007 Sophia Antipolis, France

\*\*\* Conference website: \*\*\*

[www.lg2007.org](http://www.lg2007.org)

## Sponsors:

European Commission  
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## \*\*\* Call for Papers \*\*\*

“Learning with Games” seeks original, high-quality research papers and demos in all areas related to **serious games**, **pervasive games** and **business games**, including social sciences, methodologies and artwork. Papers should describe results that contribute to advancements to the state-of-the-art of Serious and Business Games. Parallel sessions are foreseen for the presentation of scientific/technical papers as well as the experience in using games for **post graduate** and **executive education** purpose, especially in **Business Schools**. The global gaming community is invited to exploit the conference to disseminate and share its experience.

A selection of the presented papers will be published on a special issue of the **Int. J. of Production Planning & Control** and on the **Int. J. of Computer Games Technology**.

Authors are invited to submit an extended abstracts via the web site; these must be at least 1500-word long and must be submitted in .doc format.

## \*\*\* Invitation to Exhibit \*\*\*

We invite companies, government organizations, and academic institutions to showcase serious games along with all related technologies and services -- hardware, software, integrated systems, innovations, literature or anything else of interest to our conference participants. Posters and research demos will also be located near the exhibits.

During the three days of the Forum space and facilities for **poster sessions** and **exhibitions** will be made available to participants.

## \*\*\* Topics of interest: \*\*\*

Topics of interest to “Learning with Games” are, but not restricted to:

- |                                   |  |
|-----------------------------------|--|
| • Game design                     | • Simulation                           |
| • Digital storytelling            | • User interfaces                      |
| • Non player characters           | • Online games and networking          |
| • Artificial intelligence         | • Mobile games and ubiquity            |
| • Game programming                | • Agile development                    |
| • Music composition               | • Case studies                         |
| • Game production                 | • User studies and evaluation          |
| • Alternate and mixed reality     | • Game critical analysis               |
| • Gamer communities               | • Legal, societal and political impact |
| • Executive learning and teaching | • Intellectual property rights         |
| • Distribution models             | • Learning Evaluation                  |





### \*\*\* Important Dates \*\*\*

Submission of Extended Abstracts for Technical Papers	June 15th 2007
Notification of Acceptance	June 30th 2007
Submission of Full Papers	July 31st 2007
LG 2007	<b>24 September 2007</b>

### \*\*\* Accommodation and Registration: \*\*\*

The registration fee is

Early bird Registration Fee	500€
Registration Fee	550€
On site registration	650€

And includes:

- admission to all the sessions
- registration package and conference proceedings
- lunches and coffee breaks
- gala dinner

### \*\*\* Conference Organization: \*\*\*

#### Conference Chairs

- Marco Garetti, MIP - Business School of Politecnico di Milano, Italy
- Marco Taisch, MIP - Business School of Politecnico di Milano, Italy
- Asbjorn Rolstadas, SINTEF, Norway
- Alvaro de Oliveira, AlfaMicro Ltd., Portugal
- Lucia Pannese, imaginary, Italy

#### Program Committee

- Bjorn Andersen, SINTEF, Norway
- Jacopo Cassina, MIP - Business School of Politecnico di Milano, Italy
- Carsten Magerkurth, SAP, Switzerland
- Max Möller, Danish University of Education, Denmark
- Manuel Oliveira, AlfaMicro Ltd., Portugal

#### Local Organising Committee

- Jacopo Cassina, MIP - Business School of Politecnico di Milano, Italy
- Marco Gerosa, MIP - Business School of Politecnico di Milano, Italy
- Sergio Terzi, University of Bergamo, Italy
- Marco Taisch, MIP - Business School of Politecnico di Milano, Italy
- Chiara Zigliani, Consorzio Politecnico Innovazione, Italy

#### International Scientific Committee

- Maria Anastasiou, Intracom, Greece
- Slavko Dolinsek, University of Primorska, Slovenia
- Heiko Duin, BIBA, Germany
- Elhanan Gazit, DiGRA ISRAEL Chapter, Holon Institute of Technology, Israel
- Poul Kyvsgaard Hansen, Aalborg University, Denmark
- Dimitris Kiritsis, EPFL, Switzerland
- Paul Lefrere, The Open University, United Kingdom
- Julien Etienne Mascolo, CRF, Italy
- Jari Multisilta, Tampere University of Technology, Finland
- Anton Nijholt, University of Twente, The Netherlands
- Roumen Nikolov, Sofia University, Bulgaria
- Martine Parry, Angils, United Kingdom
- Edmond Prakash, Manchester Metropolitan University, United Kingdom
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- Ritta Smeds, Helsinki University of Technology
- Mattias Svahn, SICS, Sweden
- Ingrid Spjelkavik, SINTEF, Norway
- Klaus D. Thoben, BIBA, Germany
- Josef Withalm, Siemens, Austria

