

## Call for papers

Special Session Applications of Game-Based Learning EDUCON 2018

Today, electronic games are more than just pastimes – they are platforms through which we experience virtual situations, try out strategies, and develop respectively simulate new ideas. Their wide range of engineering applications include automotive, aerospace and systems engineering, medicine, banking, and management.

Thus, the special session *Applications of Game-Based Learning* within the EDUCON 2018 Conference, 17-20 April 2018 focuses on discussing best practices and successful applications that aim at game-based learning and industry oriented game learning in the context of engineering education or further studies in this field. Another objective is evaluating the efficacy of serious games in terms of enhancing learning and teaching during game play in the context of engineering education.

Topics of interest

- Applications of game-based learning
- industry oriented game learning
- games engineering
- serious games
- trends of game-based learning
- storytelling
- development of non-technical skills / meta-cognitive skills
- simulation
- learning scenarios based on virtual worlds
- project based learning – capstone projects
- game-based learning arrangements
- tools for developing game-based learning applications
- experience reports

Important Dates

We kindly invite authors to submit their full papers for review by 20 November 2017 latest, following the submission guidelines at

[http://www.educon-conference.org/current/paper\\_preparation.php](http://www.educon-conference.org/current/paper_preparation.php) .

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