Serious Games Showcase & Best Practices (SGS-Best 2011)
Thursday 20, Friday 21 and Saturday 22 of October 2011
Athens, Hellenic American Union
in conjunction with the 5th European Conference on Games-Based Learning (ECGBL 2011)

The Laboratory of New Technologies in Communication, Education and the Mass Media invites you to the first exhibition of "Serious Games Showcase & Best Practices" which will take place during the 5th European Conference on Games-Based Learning (ECGBL 2011) in Athens, Greece.

The first Serious Games Showcase & Best Practices (SGS-Best 2011) aims to celebrate the use of games and game technology as a delivery medium for instructional material, bringing together best of practice developments, developers, innovators, and users creating digital means to highlight important issues and improve training across all segments for students, groups or individuals.

The goal of the three day showcase is to present the latest developments in the design of serious games, through a variety of different genres of digital games that can be utilized in education and communication.

At the same time, the Serious Games Showcase will present the audience with the opportunity to catch up with the latest developments concerning the use of digital games in education, but also to actively participate in the creation of a framework of good designing practices for educational games.

The games that will be presented will be selected and exhibited for 3 days during the conference and valuable feedback will be gathered on the spot by specialists and visitors. However, the experimentation and the active discussion will continue beyond the conference through the online website of the Showcase that wishes to become a starting point of communication between creators, teachers and final users regarding the usage of serious games in education.

Join us for three afternoons of gameplay, peer meeting, discussion and hands on experiences with a wide range of developers and users of serious games.

call for submissions

We invite game designers, companies, students and researchers of digital games to exhibit their creations in Serious Games Showcase & Best Practices, in order to showcase their work and receive feedback for their material by a group of experts in the field of digital games, fellow game designers as well as students and teachers who will test the games on site.

There is no limitation regarding the content, the time of the development, or the genre of the serious game, nor there is a limitation regarding the age of the targeted audience.

Participation is open to a broad spectrum of participants: students and university students, independent developers, companies, research groups and teachers.

important dates

- Deadline of expressions of interest by game developers **25 August 2011**

  Expressions of interest should include a summary of 1-2 pages describing the content and possible application of the serious game, screenshots as well as a demo and a url of the game (if available).

- Deadline of final submissions **15 September 2011**

  Final submissions should include the games in an online or offline form, website, video, documentation that can support the works submitted (if available).

  Please, submit the requested material to Maria Saridaki, member of the Organizing Committee (msaridaki@media.uoa.gr)

evaluation procedure

During the three days of the exhibition, the public along with experts in the field of gaming, will have the opportunity to experience and experiment with games, learn and share ideas and designs as well as to provide feedback in issues such as: playability/usability, educational value, quality of the content, technical and design quality, innovation, accessibility etc. The criteria of the best of practice framework will be based on scientific results in the field of serious games and education, and will be enriched by the outcomes of the discussion between designers, experts and final users through the website of the exhibition.

for more details about SGS-Best 2011 please contact

Assistant Professor Constantinos Mourlas, Chair SGS-Best 2011, email mourlas@media.uoa.gr

ECGBL 2011 conference

The 5th European Conference on Games-Based Learning is organised on October 20-21, 2011, in Athens by the Laboratory of New Technologies in Communication, Education and the Mass Media of the Faculty of Communication and Media Studies, University of Athens (UoA NTLab, http://www.media.uoa.gr/ntlab), with the support of the University Research Institute in Applied Communication (URIAC, http://www.media.uoa.gr/institute) and the cooperation of the Hellenic American Union (HAU, http://www.hau.gr). Please be invited to check web site http://www.academic-conferences.org/ecgbl/ecgbl2011/ecgbl11-home.htm for more details and join us at the conference.