

# 80Days' 1<sup>st</sup> International Open Workshop on Intelligent Personalization and Adaptation in Digital Educational Games

October 14, 2009  
Hotel Weitzer, Graz, Austria

## Preliminary Program

- 9.00 – 9.15                    **On-site registration and get together**
- 9.15 – 9.30                    **Welcome and Keynote**  
***Talking Digital Educational Games***  
Michael D. Kickmeier-Rust (University of Graz, Austria)
- 9.30 – 10.30                   **Session I**  
***Enhancing Immersion using Personalised Para-social NPCs in Digital Educational Games***  
Kevin Koidl (Trinity College Dublin, Ireland)
- The Recipe for Flow Experience***  
Kristian Kiili (Tampere University of Technology, Finland)
- 10.30 – 10.45                   **Coffee break**
- 10.45 – 12.15                   **Session II**  
***Rendering Geographic Datasets with 3D Game Engine - Dealing with Compatibility Issues.***  
Lorenzo Oleggini, Sam Nova, and Lorenz Hurni (ETH Zurich, Switzerland)
- Teachable Virtual Characters in Educational Game***  
Harri Ketamo (Satakunta University of Applied Sciences, Finland)
- Sequencing story units in Story-based Digital Educational Games.***  
Stefan Göbel, A. Rodrigues, and Florian Mehm (TU Darmstadt, Germany)
- 12.15 – 13.30                   **Lunch break**
- 13.30 – 15.30                   **Session III**  
***Stealth Mode: Non-invasive, Adaptive Interventions in Educational Games***  
Christina M. Steiner, Michael D. Kickmeier-Rust, Elke Mattheiss, and Dietrich Albert (University of Graz, Austria)
- Towards Intelligent Tutoring Systems Based on Computer Role-Playing Games***  
Dennis Maciuszek and Alke Martens (University of Rostock, Germany)
- Adapting Contents and Procedures in Educational Video Games with Collaborative Activities***  
Natalia Padilla Zea, Francisco L. Gutiérrez, Nuria Medina Medina, and José Luís González Sánchez (University of Granada, Spain)
- Learner Modeling and Adapted Interaction in Educational Games***  
Kostas Maragos and Maria Grigoriadou (National and Kapodistrian University of Athens, Greece)

15.30 – 15.45

**Coffee break**

15.45 – 17.15

**Session IV**

***The Autopilot - A Personalized Pathfinder in Open Games for Learning***

Franziska Spring-Keller and Helmut Schauer (University of Zurich, Switzerland)

***Authoring Environment for Story-based Digital Educational Games***

***Sequencing story units in Story-based Digital Educational Games.***

Florian Mehm, Stefan Göbel, and Sabrina Radke (TU Darmstadt, Germany)

***Gender Differences in Perceiving Digital Educational Games: A Mixed-Method Approach***

Effie Law and Tim Gamble (University of Leicester, UK)

17.15 – 17.30

**Panel discussion and conclusions**