

SPECIAL TRACK PROPOSAL

Title: Serious Games and Gamification

Key Organizer(s):

Hans Hummel, Open University Netherlands; hans.hummel@ou.nl

Description and significance of the Special Track:

Over recent years the use of games for serious purposes and the use of game elements in non-gaming context (gamification) has matured. Several meta-analyses have demonstrated the positive effects of gameful/playful approaches. The field of serious games and gamification is highly interdisciplinary (e.g. computer science, human-computer interaction, design, pedagogy, psychology, etc.). What has appeared especially important for a successful use of gaming in education is to assure a good Instructional Design approach for Online learning, and to assure sufficient knowledge of 'digital didactics' with teachers-developers, so there will be special attention for these conditions.