

[Workshop on Intelligent Personalization and Adaptation in Digital Educational Games](#)

October 14, 2009, Graz, Austria

Venue of the workshop: Hotel Weitzer (<http://www.hotelweitzer.com/en/index.html>)

Submission Deadline: June 30, 2009

The workshop explores ideas, approaches, case studies, and technologies in the context of intelligent adaptation and personalization in educational games. Maybe more than in any other genre of educational technology, individual requirements, needs, and preferences are key factors for successful learning; maybe more than in any other genre tailoring gaming and learning experiences to the individual learner is crucial to fully utilize the technology's potential. A game's intrinsic motivation is heavily determined by gameplay demands, educational demands, personal preferences, and individual factors. Only if individual learners make an optimal experience, the full motivational potential of educational games can be utilized. The goal of the workshop is bringing the leading researchers and practitioners in this area together and to initiate a lively discourse.

The workshop is organized by the 80Days project, a cutting-edge research initiative under the European Union's Seventh Framework Programme (www.eightydays.eu).

Authors of selected papers will be invited to publish extended versions in a seminal book on leading-edge technologies in the area of game-based learning.

The topics of interest include but are not limited to:

- Non-invasive assessment of learning progress
- Non-invasive assessment of motivational and emotional states
- Foundation and theory
- Case studies and exemplars
- Artificial intelligence
- Intelligent virtual characters
- Virtual storytelling and game narrative
- Intelligent / adaptive guidance
- Non-invasive assessment
- Optimal experience and flow
- Engagement, emotion, motivation
- Collaboration, competition and community
- Gender aspects
- Social and cultural aspects
- Evaluation of adaptive systems
- Interfaces
- Mobile games and its linking to online games
- Location-based games and ubiquitous technology
- Identity in gaming to learn: roles and role-playing

For details see the [80Days workshop website](#).

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