

Ubiquitous games and gamification for promoting behavior change and wellbeing

8:50 – 9:00	Welcome and Keynote speaker
8:50-9:00	Welcome from the chairs: Michela Ferron and Paolo Massa
9:00 – 10:00	Keynote speaker: David Tacconi
10:00 – 10:20	Coffee Break
10:20 – 12:00	Session 1: Human aspects (Session chair: Nadia Berthouze)
10:20-10:40	Rosa Maimone , Ivan Zavala, Eduardo Quintana, Oscar Mayora, Jesus Favela, and Monica Tentori. iFlit: an ambient display to induce cognitive dissonance and behavior change
10:40-11:00	Karina Caro, Franceli L. Cibrian, Lizbeth Escobedo, Cristina Ramirez, Ana I. Martinez-Garcia and Monica Tentori . Froggy Bobby: An Exergame for Children with Motor Skills Problems
11:00-11:20	Silvia Gabrielli , Rosa Maimone, Giancarlo Bo, Lucia Pannese and Marco Pompa. Designing Meaningful Game Experiences for Rehabilitation and Sustainable Mobility Settings
11:20-11:40	Yongqiang Lyu, Yongqiang Qin, Xin Tong, Tianshu Yang, Yongqiang Qin and Yuanchun Shi. User Experience Evaluation based on Mental Effort Measurement with PPG
11:40-12:00	Markus Christen , Florian Faller and Ulrich Götz. Serious Moral Games in Bioethics
12:00-13:00	Lunch
13:00 – 14:30	Session 2: Architectures and sensing (Session chair: Monica Tentori)
13:00-13:20	Min Aung, Aneesha Singh, Soo Ling Lim, Amanda Williams, Paul Watson and Nadia Bianchi-Berthouze . Automatic Recognition of Protective Behavior in Chronic Pain Rehabilitation
13:20-13:40	Michele Bianchi . Design of a ubiquitous physical activity fuelled RPG
13:40-14:00	Charles Callaway and Oliviero Stock. DRAMATRIC: Inducing Museum Conversation in Groups via Coordinated Narrative Variations
14:00-14:20	Tiago Gomes, Tiago Abade, Michael Harrison, José Luís Silva and José Creissac Campos. Developing Serious Games With The APEX Framework
14:20-14:30	Clustering ideas
14:30 – 15:00	Coffee Break
15:00-18:00	Discussion
15:00 – 17:30	Discussion by participants in groups
17:30 – 18:00	Closing remarks

Each talk should last around 15 minutes with 5 minutes for questions & answers