2021

Keynote Presentation:

ENGINEERING THE HCI

 by Professor José A. Macías Iglesias, Escuela Politécnica Superior, Universidad Autónoma de Madrid, Spain

2020

Keynote Presentation:

VISION OF THE MIND

 by Professor Chaomei Chen, College of Computing & Informatics, Drexel University, USA

2019

Keynote Presentation:

INCLUSIVE INTERFACES

 by Prof. Paula Escudeiro, Institute of Engineering of Porto, Polytechnic Institute of Porto, Portugal

Tutorial:

METHOD-MIX FOR THE DEVELOPMENT OF INTERCULTURAL USER INTERFACES

 by Prof. Rüdiger Heimgärtner Intercultural User Interface Consulting (IUIC), R&D HMI Lindenstraße 9, 93152 Undorf, Germany

2018

Keynote Presentation:

VIRTUAL AND AUGMENTED REALITY: AFFORDABLE AND USEFUL EXPERIENCES IN EDUCATION

 by Professor Dr. Paloma Diaz, Director of the Digital Living Academic Unit and Director of the Interactive Systems Research Group (DEI-LAB), Universidad Carlos III de Madrid, Spain

2017

Keynote Presentation:

RE-DEFINING THE "SMART EVERYTHING" PARADIGM TOWARDS RECONCILING HUMANS AND TECHNOLOGY

by Dr. Dr. Norbert Streitz (Scientific Director), Smart Future Initiative, Germany

2016

Keynote Presentation:

HUMAN COMPUTER INTERACTION AND SOCIETAL IMPACT – CAN HCI INFLUENCE PUBLIC POLICY MAKING AND IT POLITICS?

by Professor Jan Gulliksen, KTH Royal Institute of Technology, Sweden

2015

Keynote Presentation:

GAME OVER? NEW APPROACHES TO TEACHING ENGINEERING COURSES

by Professor Joaquim Jorge, Full Professor, Department of Computer Science and Engineering, IST – Técnico Lisboa, Portugal

2014

Keynote Presentation:

TRENDS AND CHALLENGES IN DIGITAL GAMES AND ENTERTAINMENT EVOLUTION

by Professor Boyan Bontchev, Department of Software Engineering, Sofia University, Bulgaria

2013

Keynote Presentation:

INTEGRATING INTERACTIVE AND COMPUTATIONAL ANALYSIS IN VISUAL ANALYTICS

by Professor Helwig Hauser, University of Bergen, Norway

2012

Keynote Presentation:

THE GAMIFICATION OF EVERYDAY LIFE: THE FUTURE OF SERIOUS GAMES

by Dr. Sara de Freitas, Professor of Virtual Environments & Director of Research, The Serious Games Institute, Coventry University Technology Park, United Kingdom.

2011

Keynote Presentation:

EDUTAINMENT AND GAMES IN ELEARNING

by Professor Dimitrios Rigas, Head of the Department of Media Technology & Head of the Innovative Interactive Systems Research Group (IIS), De Montfort University, United Kingdom

2010

Keynote Presentation:

SPACE, GAME, CAMERA. THE PERSPECTIVE INTERFACE, THE VIRTUAL CAMERA AND THE SIMULATION OF 'I'

by Mike Jones, Lecturer Screen Studies - Australian Film, TV and Radio School Lecturer - University of NSW, Australia

Conference Tutorial:

TEACHING SOCIAL SCIENCES IN VIRTUAL WORLDS

by Dana R. Herrera and András Margitay-Becht, Saint Mary's College of California, USA

2009

Keynote Presentation:

FRAGMENTS OF PLAY INTER-CONNECTED, CO-CREATED SOCIAL MEDIA ENTERTAINMENT

by Dr. Gary Hayes, Director of Laboratory for Advanced Media Production (LAMP) and Head of Virtual Worlds, Australia

Keynote Presentation:

TRANS-LUDIC COMMUNITIES IN MULTIPLAYER GAMES AND VIRTUAL WORLDS

by Professor Celia Pearce, Director of the Experimental Game Lab, Georgia Institute of Technology, USA

Keynote Presentation:

NOTHING IS TRUE, EVERYTHING IS PERMISSIBLE - GAMING ON THE EDGE OF REALITY

by Adriana Skarped - Independent Writer, Actor and Game designer