2024

Keynote Presentation:

GENERATIVE AI: AFFORDANCES AND CHALLENGES FOR EDUCATION

By Professor Helen Crompton, Executive Director of the Research Institute of Digital Innovation in Learning (RIDIL), Old Dominion University, USA

Keynote Presentation:

MANAGING HEALTHCARE TRANSFORMATION TOWARDS INTELLIGENT, ETHICAL AND SUSTAINABLE 5P MEDICINE ECOSYSTEMS

By Prof. Dr. habil. Bernd Blobel, FACMI, FACHI, FHL7, FEFMI, FIAHSI, Medical Faculty, University of Regensburg, Germany

2023

Keynote Presentation:

FROM HCI AND HUMAN-BUILDING INTERACTION TO CITIZEN-ENVIRONMENT INTERACTION
By Dr. rer.nat. Dr. phil. Norbert A. Streitz, Scientific Director, Smart Future Initiative, Germany

2022

Keynote Presentation:

VISUALIZING THE COVID-19 PANDEMIC
By Professor Xiaoru Yuan, School of AI, Peking University, China

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

2008

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