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