

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