

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