

2025



Keynote Presentation:

A.I. FOR STUDENTS' METACOGNITIVE SKILLS AND CREATIVE THINKING
By Professor Dr. Piet Kommers, UNESCO Professor of Educational Technology (The Netherlands)

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 (IUIIC), 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