

Call for Papers

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Special Issue on

“Intelligent Learning Assessment in Serious Games”

Guest Editors

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The assessment of learning in Serious Games can be defined as the process of reporting results about the effectiveness of the educational activity provided during the game play, in terms of the progress towards the established learning outcomes.

Data gathered during the game play, like game analytics (game events, player actions, etc.) and information gathered from innovative controllers (user movements, physiological measurements, etc.) have the potential to automate (through algorithms, AI statistical methods, etc.) the assessment process and to improve the adoption of serious games by stakeholders (industry training responsables, teachers, schools, etc.) by proving the evidence of SG's impact on learning.

In this context, the International Journal on Serious Games seeks original manuscripts for a Special Issue on “Automatic Learning Assessment in Serious Games”, which is tentatively scheduled to appear in the April 2018 issue.

Submitted contributions should reflect one or more of the following sample topics of interest for this special issue, although other relevant research topics will also be considered:

- Big Data and data analytics: modeling of learner/player, game analytics, game data mining, game and player profiling, data collection and fusion
- Human-computer interaction: natural and multi-modal interfaces, conversational NPCs, affective computing, innovative interaction devices and techniques (e.g. based on physiological measurements), data visualizations in game analytics;
- Social computing: data mining and filtering from social networks and social media, data from informal learning in social communities, trust and reputation construction from assessment outcomes in social communities;
- Intelligent systems: adaptive gaming, recommender systems, technologies for smart training, pedagogical NPCs, game contents personalization based on assessment.

Submitted papers must describe original research which is not published or under revision by other journals, conferences or books. Authors are responsible for understanding and adhering to submission guidelines published on the IJSG website (<http://journal.seriousgamessociety.org>).

Please address all other correspondence regarding this Special Issue to riccardo.bera@unige.it

Please note the following important dates:

Deadline for submissions: ~~13 October 2017~~ EXTENDED 6 November 2017

Notification of Acceptance: 26 January 2017

Final copy due: 16 March 2018

Expected Publication: April 2018