

Geogames and Geoplay

Description

Geogames are playful activities in which the analysis and the creation of geodata constitute a core element of the game mechanics. The technological approaches adopted by Geogames are as diverse as the possible usage scenarios. Geogames have been realized as console games, browser games or mobile location-based games and make use of GI technologies such as virtual environments or simulations. Application scenarios include environmental education, cultural tourism, and Geodesign. Geospatial gamification approaches have been especially successful where user motivation is a core concern such as with collaboratively created geodata.

The full-day workshop brings together researchers and GIS professionals interested in creating and using Geogames. It serves as a venue for sharing experiences and discussing technological challenges and solutions. We expect the workshop to provide a deeper understanding of the key issues in Geogame development and to help drafting a research agenda in that area. Additionally, the event offers opportunities for networking activities within the Geogames community. The workshop will be 50% presentation and discussion, 25% hands-on demonstration and 25% working groups and panel discussion.

Participants are invited to either submit a short paper (max. 3000 words) about original ongoing research in Geogames or a position paper (max. 1500 words) describing a game demo or an application scenario. Short paper submissions will be reviewed and selected for a presentation during the workshop. The authors of selected position papers will be invited to participate in the panel discussion. The topics of the workshop include, but are not limited to:

- ◆ Experience reports about the design and development of Geogames
- ◆ GI technologies in video games and location-based games
- ◆ Simulation and AR games
- ◆ Data collection games, VGI games, human computation games
- ◆ Playful approaches to Geodesign
- ◆ Educational Geogames

Organization Committee

- ◆ Eduardo Dias, Geodan, Amsterdam
- ◆ Mike Gould, ESRI, Redlands CA
- ◆ Maurice Hendrix, University of Northampton
- ◆ Joaquin Huerta, University Jaume I, Castellon
- ◆ Peter Kiefer, ETH Zürich
- ◆ Panagiotis Petridis, Coventry University
- ◆ Christoph Schlieder, University of Bamberg
- ◆ Olga Yanenko, University of Bamberg

Preliminary Workshop Program

Tuesday, June 02, 2014	
Introduction	
09:00am – 09:15am	Introduction by the Organizers
09:15am – 10:30am	Keynotes/Presentations
Coffee Break	
11:00am – 12:30pm	Presentations
Lunch Break	
13:30pm – 15:00pm	Hands-On Geogame Demonstrations
Coffee Break	
15:30pm – 17:00pm	Working Groups and Panel Discussion