

Proposal for pre-conference workshop – AGILE 2017 Wageningen, Tuesday 9 May 2017

<http://www.agile-online.org/index.php/conference/conference-2017>

1. Workshop name/title (and acronym is applicable)

4th AGILE Workshop on Geogames and Geoplay

2. Description of the workshop by listing topic(s), objective(s) and planned outcome(s)

2.1 Topic(s)

The topics of the workshop include, but are not limited to:

- Thematic focus 2017: Gamifying the Open Smart City
- Geogames for fostering social and environmentally friendly habits
- Educational Geogames
- Data collection games, VGI games, human computation games
- Experience reports about the design and development of Geogames
- GI technologies in video games and location-based games
- Simulation and AR games
- Playful approaches to Geodesign
- City-centred and citizen-centred game design

2.2 Objective(s)

The 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.

In 2017, the workshop introduces a thematic focus related to an especially active research topic: gamification in the context of Open Smart Cities. Main aiming of this focus is to allow participants to deeply discuss about the role of Geogames in fostering social and environmentally friendly habits in the city context.

2.3 *Planned outcome(s)*

The short papers selected for presentation at the workshop as well as selected position papers will be published in digital proceedings. Different publishing options are under discussion, the default publisher being the University of Bamberg Press.

3. Abstract

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 are especially challenging when they address social or political issues within the context of Open Smart Cities. This research field constitutes the thematic focus of the 2017 workshop. Contributions may, however, cover a broader range of topics (see 2.1).

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.

4. Short description of the intended length (half or full day) and the format of the workshop

The full-day 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.

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

15:00pm – 17:00pm Working Groups and Panel Discussion

5. Brief statement of the relevance of the workshop for AGILE

Geogames currently attract considerable interest from researchers and GI professionals. This is reflected by recent developments on the GI market such as the huge success of Pokemon Go. At the same time, Geogames raise a number of challenging geospatial research issues, e.g. the spatio-temporal balancing of the game flow, the creation of virtual game environments based on existing open geodata sets or the gamified approach of enabling open smart cities.

The workshops at two prior AGILE conferences (2014 Castellon, 2015 Lisbon, 2016 Helsinki) have shown that this type of event also attracts participants which are not involved in game research, but want to inform themselves about the state of the art in this field.

6. What is the approximate number of expected participants?

It is expected to have between 6 to 8 selected submissions (short and position papers) to be presented and at least 10 additional participants for the hands-on session and the discussion panel.

7. Names and e-mail addresses of the organizing member(s)

Leading AGILE member

Research Group on Computing in the Cultural Sciences, University of Bamberg, Germany
Contact: Christoph Schlieder, christoph.schlieder@uni-bamberg.de

Contributing AGILE members

GEOTEC Research Group, University Jaume I, Castellon, Spain
Contact: Mike Gould, gould@uji.es; Diego Pajarito, pajarito@uji.es

Chair of Geoinformation Engineering, ETH Zürich, Switzerland
Contact: Peter Kiefer, pekiefer@ethz.ch

8. Additional information about previous workshops, if held.

In 2014, a first AGILE pre-conference workshop dedicated to Geogames has been organized by the three AGILE members of the current proposal. As this workshop raised a number of interesting research issues and helped the community building process, the participants asked for having a sequel workshop. The second workshop at the 2015 AGILE in Lisbon introduced some emerging research fields, among them, the gamification of geoinformation crowdsourcing. The third workshop at the 2016 AGILE in Helsinki explored the educational approaches of geogames as well as their increasing relationship with smart cities, which was selected as thematic focus of the 2017 workshop proposal.

9. Expected resources needed

An Internet connection would be very helpful for running the workshop.

10. Other information

Submission by e-mail to: Agile2017@wur.nl