

THIRD SERIOUS GAMES PRIZE (SEGAP2019)

SERIOUS GAMES SYMPOSIUM 2019

REVIEWING ARTICLES, EXPERIENCES, AND RESEARCHES
IN THE AREA OF SERIOUS GAMES
15 MILLION TOMANS PRIZES FOR THE SELECTED PAPERS
IEEE IRAN SECTION SUPPORT
DEADLINE FOR FULL PAPER SUBMISSION: NOVEMBER 21, 2019

SERIOUS GAMES FESTIVAL 2019

REVIEWING THE DEVELOPED SERIOUS GAMES OF THIS YEAR
AND SELECTING THE SERIOUS GAME OF THE YEAR 2019
100 MILLION TOMANS PRIZES FOR THE SELECTED GAMES
DEADLINE FOR SUBMITTING THE DEVELOPED GAMES: DECEMBER 6, 2019

SERIOUS GAMES HACKATHON 2019

EXPERIENCE OF DEVELOPING A SERIOUS GAME IN A 3 DAYS GAME-JAM
25 MILLION TOMANS FOR SELECTED GAMES
DEADLINE FOR INDIVIDUAL AND TEAM REGISTRATION
IN SERIOUS GAMES HACKATHON: DECEMBER 6, 2019

FOR MORE INFORMATION AND REGISTRATION, PLEASE SEE:
WWW.SEGAP.IR

ADDRESS: DIREC, FLOOR 4, NO 32, GOLZAR ST, ZIRAK ZADEH ST, VARAVINI ST,
SOLEYMAN KHATER ST, MOTTAHARI ST, TEHRAN, IRAN
PHONE: 02188310222-415

#SEGAP2019



Serious Games Prize 2019 (SeGaP2019)



Call for Serious Games Prize 2019

Serious games are a key part of the digital games industry and consider as an effective tool for education, advertising, healthcare, and so on. Although designing a serious game requires some important aspects of technical knowledge, it also needs specific scientific knowledge about the serious aim of the game and because of that, it is important to consider both sides of the academia and industry for developing it.

With respect to that, Serious Games Prize (SeGaP) is held annually by the Iran Computer Games Foundation (IRCG) to promote the studies and experiences in the field of serious games in order to strengthen the business side of developing serious games and academic research in this field.

In the third year, Serious Games Prize 2019 is held in three sections which include: International International Serious Games Symposium 2019 (SGS2019), Serious Game Festival 2019 (SGF2019), & Serious Games Hackathon 2019 (SGH2019).

With this aim, SeGaP2019 secretariat, Digital Games Research Center (DIREC), invites all the industrial and academic game developers and researchers to participate in the event and as a member of this network, collaborate on designing games, sharing knowledge and experiences, and conducting papers.

1 Sponsors

- **Shahid Beheshti University:** As one of the biggest universities in Iran, SBU supervises the symposium as a scientific partner.
- **Kish Free Zone Organization:** The sponsor of SGH2019 which helps the event to promote serious games in the field of tourism.
- **National Institute for Medical Research Development (NIMAD):** In addition to sponsoring, NIMAD has a long-term plan for developing games which are related to the field of health and well-being.
- **Institute For The Intellectual Development Of Children And Young Adults:** This institution is sponsoring and investing in serious games which aim to educate children and teens.

Serious Games Prize 2019 (SeGaP2019)



- **Shahid Beheshti University Accelerator (Hub):** in addition to sponsoring games in the field of digital game-based learning (DGBL), they welcome the chosen teams to their accelerating plan.
- **Soft & Identity-making Technologies Development Headquarter:** Recognizes the event as introducing creative companies to the ecosystem of creative companies and supports these as part of the program.
- **Automation and Digital Technologies Development Headquarter:** sponsoring games designed and manufactured using Top technologies (VR, AR, and etc.)
- **Iran National Innovation Fund:** The fund hosts the Hackathon of Serious Games 1398.
- **Social And Crime Prevention Directorate Judicay:** sponsoring games in the field of promote the production of serious games aimed at preventing the spread of addiction in society.
- **Avagimes Accelerator:** In addition to acceleration of chosen games, Avagimes review the games sent to the festival.

2 The goals of SeGaP2019

- Sharing and expanding knowledge in the field of SGs
- Developing and strengthening theoretical foundations of SGs
- Identifying and supporting serious game developer.
- Creating and strengthening the relationship between university and industry with the aim of the commercialization of serious games
- Creating a transitional path in educational, advertising, healthcare, and social systems that can apply SGs as a useful tool.
- Attracting investors to financially support the serious game developers

3 Sections of Serious Games Prize 2019

As mentioned above, SeGaP2019 has three different sections to cover papers, games, and teams in the field of a serious game.

3.1 International Serious Games Symposium 2019

DIREC as the secretariat of SeGaP has the experience of holding Digital Games Research Conference (DGRC) for two years in a row. To focus more precisely on the SGs subject, DGRC scientific committee has decided to hold the 3rd conference in the especial field of SGs, with the new title: "

Serious Games Prize 2019 (SeGaP2019)



International Serious Games Symposium". SGS2019 is holding to promote workshops and scientific papers of serious game studies.

▪ **SGS2019 Tracks:**

Papers should cover the topics which are related to the field of serious games. The tracks of SGS2019 are inspired by international related events and the potential topics include:

A. Technology track:

- ✓ Architectures and Algorithms for SGs
- ✓ Artificial intelligence and machine learning for SGs
- ✓ Balancing and Dynamic Difficulty
- ✓ Big data for SGs
- ✓ Computer Graphics & Visual Effects
- ✓ Emotions and Affective Interaction
- ✓ Human-Computer Interaction for SGs
- ✓ Interactive narrative and digital storytelling
- ✓ Interoperability and standards
- ✓ Modeling and simulation
- ✓ Privacy
- ✓ Procedural Content Generation (PCG)
- ✓ Quality assessment for SGs
- ✓ Security & privacy
- ✓ Social computing
- ✓ Technological support for collaborative games
- ✓ User Experience and User Interface (UX, UI)
- ✓ Virtual, Augmented and Mixed Reality (VR, AR, MR)
- ✓ Wearable Technologies

B. Cognitive Science track:

- ✓ Cognitive processing in SGs
- ✓ SG for Cognitive disorders
- ✓ Cognitive Architecture in SG design and development
- ✓ Neuroscience in SG

C. Pedagogical foundations track:

- ✓ Pedagogical theories in the field of SGs
- ✓ Support for educators and trainers
- ✓ Support higher-order thinking through serious games

D. SGs mechanics and design track:

- ✓ Mapping pedagogical goals & principles into SGs mechanics
- ✓ Design of score, rewards, achievements, and related interfaces
- ✓ Ubiquitous/pervasive gaming

Serious Games Prize 2019 (SeGaP2019)



- ✓ Support for educators and trainers
- ✓ Balancing realism, engagement, learning, and entertainment
- ✓ Collaboration, cooperation, & participatory design of SGs

E. Application track:

- ✓ Case studies on developing/deploying serious games in application domains such as tourism, advertising (advergaming), education, skill learning, healthcare, well-being, prosocial behaviors, and ETC.
- ✓ User studies applying serious games in the above domains, studying effectiveness for learning/training
- ✓ Understanding how, when, with whom, for what to use serious games
- ✓ Verification of learning transfer
- ✓ Study of the long-term impact
- ✓ Assessing personal abilities through serious games

F. Policy-making, Management, & Business track:

- ✓ Policy instruments and measures to empower the SG developers
- ✓ Policies for education & training in kindergartens, schools, and universities in the field of SGs
- ✓ Models for especial serious game accelerators & incubators
- ✓ Serious games market studies
- ✓ Business models for SGs

▪ **Submission Guideline:**

All the documents will be accepted just in English. The submitted papers must be written up to a maximum of 12 pages. Accepted papers will be scheduled for either oral presentation or poster presentation.

The deadline for full paper submission is November 21, 2019. In addition to the cash prize (10 Million Tomans overall), selected papers will be presented on the International Serious Games Symposium presentation day.

[Click here to download the paper template](#)

It must be noted that the accepted English papers of DGRC2018 got indexed in IEEE Xplore Digital Library ([Click here](#)). The secretariat of SeGaP2019 is going through the procedure to get the indexing for SGS2019.

Serious Games Prize 2019 (SeGaP2019)



3.2 Serious Game Festival 2019

The third SGF is accepting the developed games in different fields of serious games including education, training, advergames, prosocial behaviors promotion, well-being, healthcare, and etc. up to December 6, 2019.

Submitted games will be judged in three axes of production quality, commercial aspects, and academic studies contribution. Games with highest scores as finalists will present their games in the final stage and the winner will earn the title of "The Serious Game of The Year 2019".

In addition, if a game that has participated in the previous festivals, has prepared a new version of the game, can take part in the "Best Update" section and win the prize of this section.

Secretariat of Serious Game Festival 2019 has been allocated 100 million Tomans cash prize for the selected games. Besides that, different partners of SeGaP2019 are investing in the top games.

3.3 Serious Games Hackathon 2019

Serious Games Hackathon is a three-day gaming event with an upcoming tourism advertising and management theme. Teams or individuals can register for the event up to Friday, December 6, 2019. In addition to technical mentors in the field of game design & development, there will be professional tourism management and advertising mentors. The sponsor of SGH2019, Kish Free Zone Organization, has been allocated 25 million Tomans cash prize which will be awarded to the first to third places and will invest in the selected games for more development.

4 Important dates

- November 21, 2019: Deadline for full paper submission in International Serious Games Symposium 2019
- December 6, 2019: Deadline for submission of the developed games for Serious Games Festival 2019
- December 6, 2019: Deadline for individuals or teams submission in Serious Games Hackathon 2019.
- December 13, 2019: Introduction of selected individuals or teams for participating in SGH2019.
- December 13, 2019: Introducing the finalists of sgf2019.
- December 18 and 20, 2019: Serious Games Hackathon 2019
- December 26, 2019: International Serious Games Symposium 2019
- December 27, 2019: The final round of SGF2019

Serious Games Prize 2019 (SeGaP2019)



Registration Terms and Conditions

- 1- All participants in the festival or hackathon are required to introduce a person as the team representative in the registration form.
- 2- If the submitted game is a demo version, after developing to the finals stage, it would be possible to submit it in one of the next festivals. But the full version of the SGS can be submitted in the festival just for one time.
- 3- The participants can submit more than one game at the festival.
- 4- Submitted games shouldn't be a copy or localize version of other developed games.
- 5- Submitted games must be quick and easy to install.
- 6- The participant is committed to sending all the required files and documents.
- 7- Participants are responsible for providing equipment (such as laptops, motion sensors, headsets, etc.) to develop the games in SGH2019.
- 8- Papers which contain plagiarism will omit from the review process, and the authors will not be able to submit an article again.
- 9- If an investor is interested to invest in a participant of SeGaP2019, the secretariat of SeGaP will play the role of intermediary for estimating the value and production duration of the project.
- 10- Lack of transparency will omit participants from the process of submission in the event.

5 How to apply, register, and contact us:

- For Submitting your game in SGF2019 (in Persian):
<https://survey.porsline.ir/s/yISfzKc>
- For individual or team submission in SGH2019 (in Persian):
<https://survey.porsline.ir/s/i30lpOE>
- For submitting papers in SGS2019:
www.segap.ir

Contact us:

Digital Games Research Center (DIREC) is the secretariat of SeGaP. For any further question, use one of the followings:

Website: www.direc.ir

Address: Floor 4, No 32, Golzar St, Zirak Zadeh St, Varavini St, Soleyman Khater St, Mottahari St, Tehran, Iran

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Serious Games Prize 2019 (SeGaP2019)



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