

THE REPORT OF THIRD EDITION OF "SERIOUS GAMES PRIZE"





**THE COMPREHENSIVE REPORT
ON THE THIRD EDITION OF THE
"SERIOUS GAMES PRIZE"
THIRD SERIOUS GAMES PRIZE**



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,
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#SEGAP2019



The Comprehensive Report on the Third Edition of the "Serious Games Prize"

Introduction

Serious games are a crucial part of the digital game industry developed not just for entertainment but also education, advertising, therapy, and other serious purposes. Designing serious games requires technical knowledge of game development and a specific scientific understanding of its serious aim. Therefore, it is essential to consider both sides of academia and industry for developing such games. By a general definition, serious games can be considered a category of digital games that are not made for entertainment only and have specific design goals. There are several categories of serious games. Table 1 demonstrates a general classification.

Table 1- Classification of Serious Games

Category of the Serious Game	Description	Examples
Theoretical Education	Using games to teach scientific and academic concepts of social reform and promoting the prosocial behaviors	Teaching mathematics, physics, foreign languages and other theoretical concepts
Skill-Based Education	Using games to acquire various skills	A wide range of managerial, military, crisis management and occupational skills to teaching prayers to children and ...
Advertising and Persuasion	Developing games for advertisement	Advertising a tourism, a political party, religious advertising, advertising products, brands and ...
Social Reform and Promotion of Prosocial Behaviors	Modeling to improve or change the social situation and promoting moral and social teachings using games	Environmental protection, protection of cultural heritage, promotion of tourism culture, public health, social responsibility, change of social behaviors and ...
Health	Preventing diseases and staying healthy with the help of games	Avoiding issues such as diabetes, obesity or addiction and encouraging healthy diets and exercise
Treatment and Rehabilitation	Using games as a therapeutic tool for various diseases and rehabilitation	Help treat diseases such as ADHD, autism or phobia and rehabilitate victims of stroke, mental disorders and ...

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Introduction

Iran Computer and Video Games Foundation (IRCG) held the Third Serious Games Prize 2019 in collaboration with the Faculty of Education and Psychology of Shahid Beheshti University to study, develop, and promote serious games. This university was also the event's host from Dec.26 to Dec.27, 2019, at Al-Zahra Hall of the Faculty of Management and Accounting. Scientific papers on Serious Gaming were promoted; serious games were also developed, and the works were reviewed at this event. SeGaP2019 included three sections; the International Serious Games Symposium 2019, the Serious Games Festival 2019, and the Serious Games Hackathon 2019.

The Serious Games Prize's primary goal is to create a vast network of Applied Gaming activists, gamers and academics, industry, and the government. More than 14 institutions sponsored the SeGaP2019 and played a remarkable role in holding this event.

Negotiations began last year with the Faculty of Education and Psychology of Shahid Beheshti University to connect academia and industry to strengthen the relationship between the two and formulating the academy's theoretical foundations in serious games. Consequently, as the hub for Research and Development of serious games, SBU announced its cooperation in holding this event. Then, by convening a meeting with the event's Policy Committee on August 27, 2019, the necessary decisions were made, and the call for Serious Games Prize 2019 was released on August 30, 2019. Subsequently, sending papers to the International Serious Games Symposium, submitting games to the Serious Games Festival 2019, and applying to Serious Games Hackathon 2019 began. Due to the audience's reception of all three sections of the SeGaP event, the deadlines for submitting papers, games, and registration were extended. According to the statistics, the ratio of indexed English papers on serious games has almost quadrupled. The proportion of games submitted to the festival and prototypes developed in the Serious Games Hackathon have nearly doubled compared to SeGaP2018.

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Serious Games Prize Organizational Structure

Serious Games Prize 2019 Secretariat consists of five linchpins, including Seyed Sadegh Pejman, the Chairman, Hamed Nasiri, the Secretary, Behrouz Minaei Bidgoli, the Scientific Secretary; Mohammad Ali Mazaheri, the Scientific Secretary of the International Serious Games Symposium; and Fariba Alizadeh, the Executive Secretary. Moharam Moradzadeh and Hamideh Mohammadi Nasab were the event's executive directors, and Hadi Yousef Pourazari was the public relations manager of SeGaP 2019. Shaghayegh Koli, as the secretariat expert, and Reyhaneh Kalayeh, as the arts manager, also collaborated in this event .

Originally, the Serious Games Prize involves three main groups: The Policy Committee, the Scientific Committee, and the Jury. The Policy Committee comprises 28 members who, as the core of the event's scientific section (International Serious Games Symposium), decide on the necessary arrangements, such as the next event's policies. Furthermore, 66 members of the Scientific Committee and 27 members of the Jury of the International Serious Games Symposium cooperate with the SeGaP Secretariat under the Scientific Secretary's supervision.

On the other hand, due to the event's interdisciplinary nature, the Policy Committee, the Scientific Committee, and the Jury members are from different academic backgrounds in four fields of humanities, medical sciences, arts, and engineering.

Members of the SeGaP2019 Scientific Committee

Humanities

Mohammad Ali Mazaheri Ph.D., Assistant Professor of Psychology, Department of Psychology, Shahid Beheshti University

Minoo Alemi Ph.D., Associate Professor of Islamic Azad University, West Tehran Branch, English Language

Kobra Bakhshizadeh Borj Ph.D., Assistant Professor of Allameh Tabatabaie University, Business Management

Behnaz Dowran Ph.D., Assistant Professor of Baqiyatallah University of Medical Sciences, Psychology

Mahnaz Estaki Ph.D., Assistant Professor of Islamic Azad University, Central Tehran Branch, Psychology

Datis Khajeian Ph.D., Assistant Professor of University of Tehran, Media management

Margarida Romero Ph.D., Associate professor of Laval University, Educational Technology

Meghdad Mehrabi Ph.D., Nanyang Technological University, Postdoctoral Researcher in Communication

Siavash Salavatian Ph.D., Assistant Professor of IRIB University, Media Management

Ehsan Shahghasemi Ph.D., Assistant Professor of University of Tehran, Communication

Mohammad Saleh Torkestani Ph.D., Assistant Professor of Allameh Tabatabaie University, Business Management

Malte Behrmann Ph.D., Associate Professor of bbw University of Applied Sciences, Communication Sciences

Juan Martin Quevedo Ph.D., Assistance Professor of communication, university of Unir.

Aphra Kerr Ph.D., Associate professor of University National University of Ireland Maynooth, Communication Sciences

Salvador Gómez Pedraz, Assistance Professor of Computer Science, University of Alcalá

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Members of the SeGaP2019 Scientific Committee

Engineering

Ali Meghdari Ph.D., full Professor Sharif University of Technology, Mechanical Engineering and Robotics

Carlos Vaz de Carvalho Ph.D., Polytechnic Institute of Porto, Games, Interaction and Learning Technologies

Atefeh Ahmadi Ph.D., Assistant Professor of Sepahan Institute of Higher Education, Computer Engineering

Azam Bastanfard Ph.D., Assistant Professor of IRIB University, Computer Sciences

Morteza Dorigiv Ph.D., Assistant Professor of Semnan University, Computer Engineering

Behrouz Minaei-Bidgoli Ph.D., Associate professor of Iran University of Science and Technology, Computer Engineering

Hadi Moradi Ph.D., Associate professor of University of Tehran, Computer Engineering

Mohammad Hossein Rezvani Ph.D., Assistant Professor of Islamic Azad University of Ghazvin, Computer Engineering

Hoda Roodaki Ph.D., Assistant Professor of K. N. Toosi University of Technology, Computer Engineering

Younes Sekhavat Ph.D., Assistant Professor of Tabriz Islamic Art University, Computer Sciences

Mojtaba Vahidi-Asl Ph.D., Assistant Professor of Shahid Beheshti University, Computer Engineering

Francesco Bellotti Ph.D., Associate Professor of University of Genova, Serious Game

Ahad Niknia Ph.D., PhD Candidate of Computer science, Goethe University of Frankfurt

Medical Sciences

Reza Rostami Ph.D., Full Professor of University of Tehran, Psychiatry

Bitā Mesgarpour Postdoctoral, Assistance Professor of Iran Ministry of Health and Medical

Arts

M. Javad Khajavi Ph.D., Associate professor of Volda University College, Artistic Research

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Participating Institutions

Various institutions and centers sponsored the Third Serious Games Prize. Generally, Iran Computer and Video Games Foundation is the founder and the owner of the SeGaP event's brand, and the Digital Games Research Center (DIREC) is the event's permanent Secretariat. The scientific part of the event (the International Serious Games Symposium) is held to link the academy and industry as well as compile and reinforce the theoretical foundations of the academy, therefore in this edition, the Faculty of Education and Psychology of Shahid Beheshti University as the center of research and development of Serious Games collaborated with the event's organizers. In total, more than 15 institutions have made significant contributions to holding this event. Figure 1 summarizes the participation of each of the institutions, as described below.



Iran Computer and Video Games Foundation

Iran Computer and Video Games Foundation, as the custodian of the gaming industry in Iran, is the owner of the Serious Games Prize brand and organizer of this event, and the Digital Games Research Center (DIREC) as the Foundation's Department of Research is the permanent Secretariat of the SeGaP.



Faculty of Education and Psychology, Shahid Beheshti University

The Faculty of Education and Psychology of Shahid Beheshti University, as one of the pioneers and leading faculties in serious games, was the SeGaP event's scientific collaborator and the Serious Games Symposium 2019 host and the closing of the event.

The Iranian Association of Clinical Child and Adolescent Psychology, in line with the faculty's priorities, is also a scientific sponsor of the event.

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Participating Institutions

Kish Institute of Science and Technology on behalf of Kish Free-Zone Organization

Kish Institute of Science and Technology affiliated to Kish Free Zone Organization, with cash prizes sponsored the winner of Serious Games Hackathon 2019, selected papers on tourism at the International Serious Games Symposium 2019, and selected games about tourism at the Serious Game Festival 2019. This organization was also the designer of the theme of Serious Games Hackathon 2019.



East Azerbaijan Ministry of Sports and Youth of and the Office of Youth Planning and Social Development of the Deputy Minister of Youth Affairs of the Ministry of Sports and Youth

The designer of the Serious Games Hackathon 2019 theme in Tabriz and the sponsor of this event.



Iran National Innovation Fund

It hosted the Serious Games Hackathon 2019 in Tehran.



Faculty of Multimedia, Tabriz Islamic Art University

It hosted the Serious Games Hackathon 2019 in Tabriz that was held independently of Tehran.



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Participating Institutions



IEEE Xplore Digital Library

The IEEE is an international professional, non-profit organization. This institute aims to help advance technology in general and areas related to electrical and computer engineering and related fields in particular. This scholarly indexing site was the scientific sponsor of the International Serious Games Symposium 2019. On behalf of this scientific database, the IEEE Iran helps index this event on IEEE Xplore.



Ava Games Professional Center of Investing and Publishing Iranian Games

As a professional game accelerator, in addition to providing moral support such as mentoring and event judging, Avagames supported selected games through its acceleration program.



National Institute for Medical Research Development (NIMAD) on behalf of the Ministry of Health and Medical Education

Like the previous year, it sponsored the event and the selected games about healthcare and has long-term plans to develop Serious Games in this field.

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Participating Institutions

Knowledge-Based Economy and Culture-Building Technologies Development Headquarter of Vice-Presidency for Science and Technology

It sponsored the event to promote the development of serious games using modern technologies.



Social and Crime Prevention Directorate Judiciary

It sponsored the event to promote the development of serious games that help prevent addiction in society.



Institute for the Intellectual Development of Children and Young Adults

It sponsored and invested in the selected games at SeGaP2019 that were significantly developed to contribute to children's and young adults' growth and training.



Shahid Beheshti University Accelerator (Hub)

It was the moral and financial supporter of the event. Also, in addition to financially supporting the selected game about education, it offered acceleration support to the chosen teams.



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Participating Institutions

Iran Drug Control Headquarters

It sponsored the event to promote the development of serious games that help prevent addiction in society.



Soft & Identity-making Technologies Development Headquarters of the Science and Technology Vice Presidency

It recognizes the Serious Games Prize as the base for introducing creative companies to the Creative Companies Ecosystem Development Program. It also supported the selected companies at the event according to the prearranged program.



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Participating Institutions

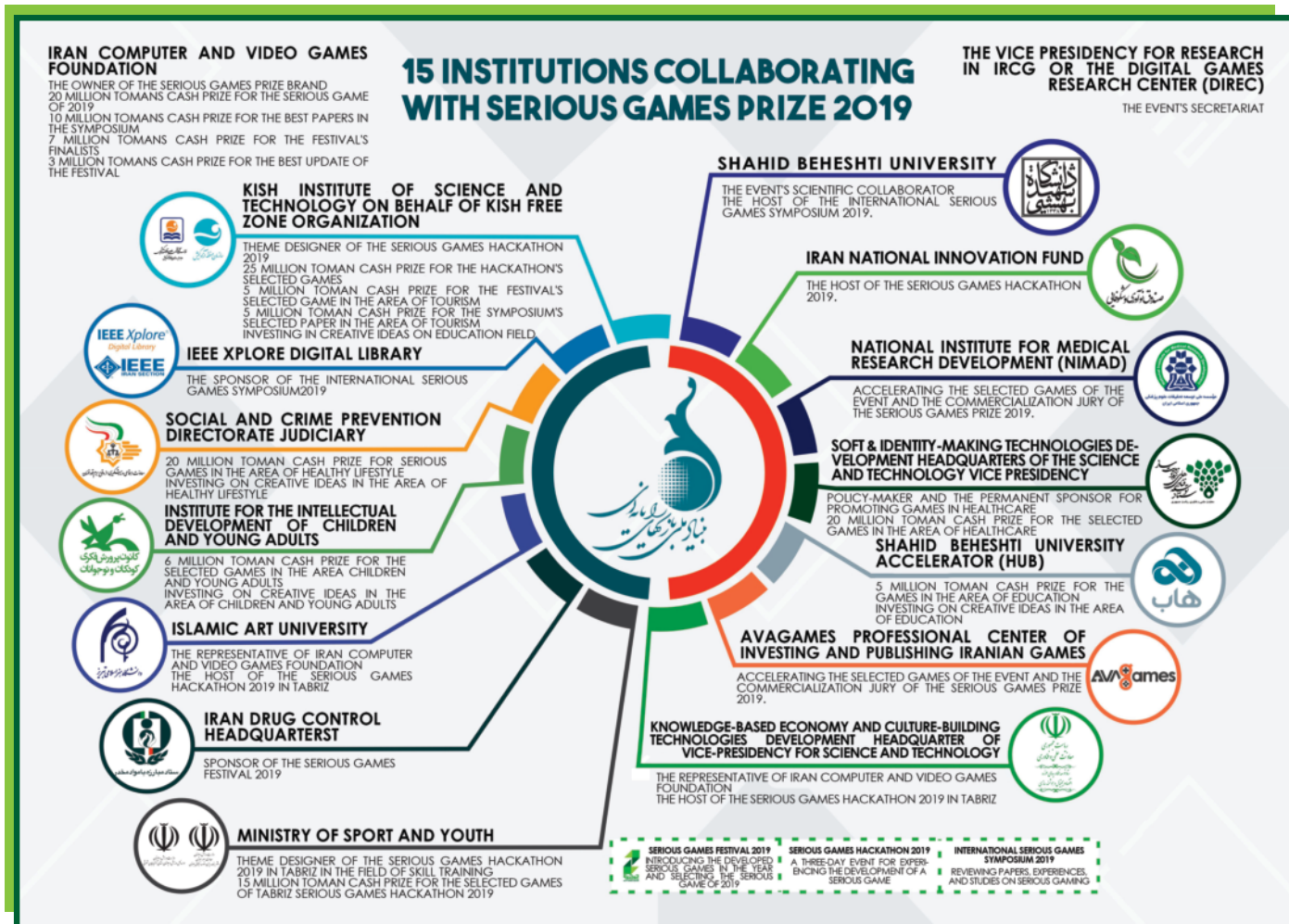


Figure 1 - Description of How of Different Institutions Sponsored the Serious Games Prize 2019

International Serious Games Symposium 2019

Digital Games Research Conference was so far successful in attracting knowledge resources of game studies, especially Serious Games, to concentrate on developing Serious Games. Therefore, the Serious Games Symposium section of SeGaP appreciated scholarly papers **to support research** on this area. After announcing the call, sending papers started with the deadline on December 6, 2019. However, the secretariat faced many problems receiving the papers due to Internet networks' disruptions in Iran. Moreover, the audience also had trouble uploading files and requested a deadline extension. Therefore, the secretariat provided and uploaded a submission form on its website, sending the form's link to all the contacts to give the ones interested an opportunity to apply.

Three expert judges reviewed and selected the best papers according to the scientific research standards to increase the quality of submitted papers. Out of **45 submitted papers**, the strict jury **accepted 23 of them, including eight oral presentations and fifteen poster essays**. The number of English papers on serious games had almost **quadrupled** compared to the previous year.

On the day of the International Serious Games Symposium, one of the oral presentations was selected as the best, and on the closing day, it received cash prizes up to 100 million Rials. The Kish Free Zone Organization also granted a cash prize of 50 million Rials to the selected paper in the field of tourism. After the event ended, the secretariat submitted the papers to the IEEE Xplore scholarly citation database for indexing.

Papers should be on serious games. The axes of this symposium matched the axes of accredited and relevant international conferences. Some related topics in this area are as follows:

Technology Tack:

- 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

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International Serious Games Symposium 2019

- 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

Cognitive Sciences Track:

- Cognitive Processing in SGs
- SG for Cognitive Disorders
- Cognitive Architecture in SG Design and Development
- Neuroscience in SG
- Pedagogical Foundations Track:
- Pedagogical Theories in The Field of SGs
- Support for Educators and Trainers
- Support Higher-Order Thinking Through Serious Games

SGs Mechanics and Design Track:

- Mapping Pedagogical Goals & Principles into SGs Mechanics
- Design of Score, Rewards, Achievements, and Related Interfaces
- Ubiquitous/Pervasive Gaming
- Support for Educators and Trainers
- Balancing Realism, Engagement, Learning and Entertainment
- Collaboration, Cooperation, & Participatory Design of Sgs

International Serious Games Symposium 2019

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

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

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Serious Games Festival 2019

Like the two previous editions, individuals or teams with works in all the categories defined for the event sent their games to the Serious Games Prize's secretariat in 2019. In this edition, the secretariat **received 72 works**, and then the Serious Games were judged in three stages of production, commercialization, and scientific studies. After the judges' reviews, **nine games** reached the final stage. On Friday, December 27, 2019, precedent to the closing ceremony, a presentation session took place for the teams that had made it to the final to discuss their achievements with the jury. Afterward, the best game was selected and introduced as the best Serious Game of 2019. Figures 2 and 3 demonstrate the submitted games' statistics according to their category, province, and the active universities in this area of study.

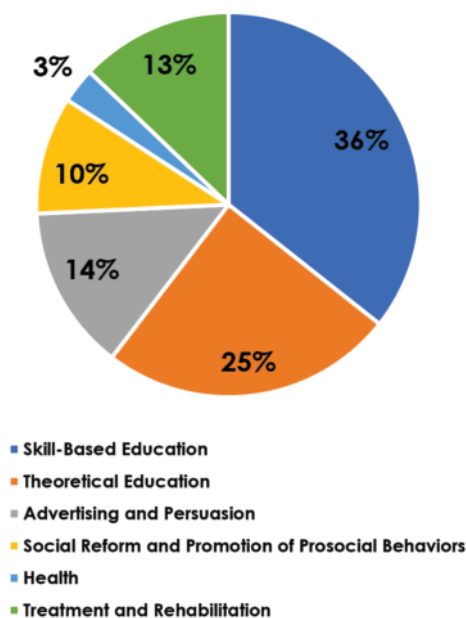


Figure 2- Games Submitted according to the Category

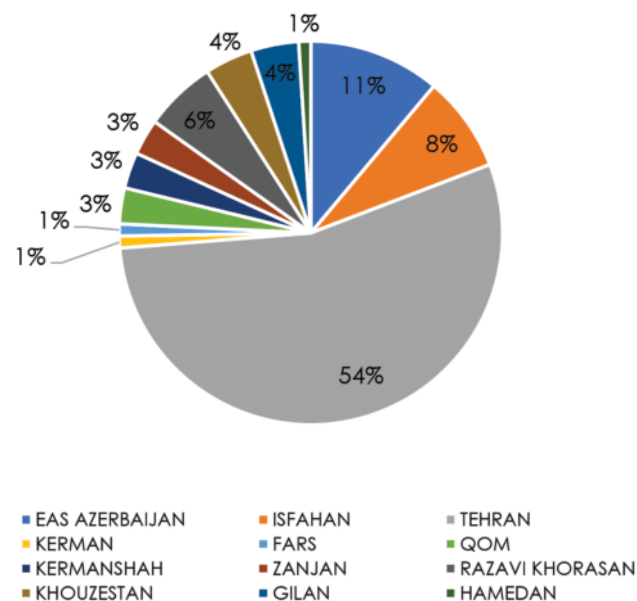


Figure 3- Games Sent according to Share of Provinces

Serious Games Festival 2019

Considering how delicate judging this area of gaming is, the scientific jury was selected based on their experience and knowledge in Serious Games; also, the production jury consisted of experts in technical areas such as programming, game design, and graphics. The production, commercialization, and scientific juries of this section are introduced below.

1- Jury of Production:

- Hadi Eskandari
- Sajjad Gholizadeh
- Mohammad Iraji

2- Jury of Commercialization:

- Avagames Specialized Investment and Acceleration Company

3- Scientific Jury:

- Mahnaz Esteki, Ph.D.
- Seyed Mohammad Ali Seyed Hosseini, Ph.D.
- Taha Rasouli

In addition to the main prize, several institutions that had joined Serious Game Prize network in this part of the event awarded their selected games.

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Serious Games Hackathon 2019

In Tehran, at the Innovation and Prosperity Fund, 19 teams competed while the theme was language education for children, young adults, and the Deaf and Hard of Hearing. Also, on behalf of the Kish Free Zone Organization, the Kish Institute of Science and Technology sponsored this event.

Moreover, in the Department of Multimedia of Tabriz Islamic Art University, on behalf of the Iran Computer and Video Games Foundation, participants challenged each other in 20 teams. The theme was Life Skills: Conscious Choice, and the Ministry of Sports and Youth was the sponsor of this part.

In this section, the technical mentors were experts in coding and game design; additionally, scientific mentors of education and psychology also collaborated in Tehran and Tabriz. Finally, the jury of the sponsoring institutions reviewed, announced, and awarded the demo version of the selected serious games, or the original experience and idea of making them. Also, after the event, chosen games were introduced to stakeholders for follow-up investment. The sponsors introduced the Hackathon's scientific mentors in Tehran and Tabriz, while the technical.

1-Scientific Mentors:

Tehran:

- Amir Golshan Saiedi
- Arash Vafadoust

Tabriz:

- Jalil Babapour Kheirodin

2-Technical Mentors:

Tehran:

- Taha Rasouli
- Mohamad Iraj
- Vahab Ahmadvand

Tabriz:

- Hossein Zareie
- Hesam Sakian
- Seyed Vahid Mousavi

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International Serious Games Symposium 2019

The reception started on Thursday, January 26, at 8:00 AM and the opening of SeGaP2019 started at 9:00 AM. After reciting the Quran and the Islamic Republic of Iran's anthem, Mohammad Ali Mazaheri, the International Serious Games Symposium's scientific secretary, welcomed the audience and presented a statistical report on the amount papers and their topics. Also, Hamed Nasiri, the secretary of the Serious Games Prize, continued with complimentary speeches.

Taha Rasouli's Keynote Addressed the "Battle on the Fronts of Production and Monetization"

Taha Rasouli, the program manager of Avagames Accelerator, mentioned the importance of commercializing and monetizing serious games. He suggested proper education, optimal production, and conventional commercialization as the three principles of developing a healthy industry. Rasouli stated that the gaming ecosystem in Iran had been striving for years to reach the world's gaming industry standards; however, there are still fundamental issues due to a lack of knowledge of other disciplines and young human resources. He also noted that there had been more focus on education in recent years, holding professional courses with local and foreign experts. In recent years, entrepreneurship with a startup approach led to notable discussions on commercialization and monetization. Nevertheless, there are still production optimization issues in Iran's game industry. There is an essential need to inject knowledge and experience from other areas into the game production ecosystem that should be localized specifically for Iran and the human resources.



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International Serious Games Symposium 2019

GDX17 Event "Game Development Experience": "Designing, Developing, Testing, and Evaluating Cognitive Games on Attention and Focus."

The 17th GDX workshop, in collaboration with the Department of Education of Iran Computer and Video Games Foundation, was held on the day of the Serious Games Symposium 2019, introducing the serious game Maghzineh. A team at the University of Tehran had developed this serious game under the supervision of Dr. Hadi Moradi, and in addition to winning second place in the Serious Game Festival 2018, Maghzineh was also entitled as one of the disciplines of the Iran Games Cup (IGC2019). AT the 17th GDX workshop, Dr. Moradi and his colleagues talked about this successful experience and the game development process.

Presenters at GDX17:

- **Leila Kashani Vahid, Ph.D.:** Evaluating the Cognitive Games of Brain Concentration and Attention for exceptional children.
- **Simin Ijtihad, Ph.D.:** Evaluating Maghzineh a Cognitive Game of Brain Concentration and Attention for open-heart surgery patients.
- **Hadi Moradi, Ph.D.:** Developing Cognitive Games and Intelligent Data Analysis for Screening and Rehabilitation.



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International Serious Games Symposium 2019

The Fourth Game Discussion Session: "Research, Development, and Promotion of Serious Games in Iran"

This series of game discussion sessions is to "raise issues" on the digital game industry's challenges that could be solved with academia's and government's help. These meetings mainly focus on the industry's problems where the participants, from their point of view, outline the strengths and weaknesses raising the main concerns in their field of proficiency (depending on whether they are scholars or active in the industry or government).

In the first three sessions, Video Game Journalism, E-Sports, and empowering the game developers were discussed, and in the fourth meeting, the issues of **research, development, and commercialization of serious games** were raised.

Attendees of the Fourth Session:

- Mohammad Ali Mazaheri, Ph.D., Dean of the Faculty of Education and Psychology of Shahid Beheshti University and Scientific Secretary of the International Serious Games Symposium 2019
- Atefeh Ahmadi, Ph.D., Assistant Professor of Sepahan Institute of Higher Education, Head of Tootia Psychological Counselling Centre, and the winner of the "The Serious Game of 2017" for her game Tarlan
- Younes Sakhvat, Ph.D., Dean of the Faculty of Multimedia, Tabriz Islamic Art University and Head of the University's Cognitive Augmented Reality Laboratory
- Hamed Nasiri, Ph.D., Deputy of Research at Iran Computer and Video Games Foundation and Secretary of the Serious Games Prize
- Sepehr Torabi, Founder and CEO at Bazinameh Magazine, and Moderator of the Discussion

They each expressed their viewpoints and discussed relevant issues.

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تحقیق، تولید و ترویج بازی‌های جدی در ایران

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- تحقیق و توسعه در حوزه بازی‌های جدی
- کارآفرینی و تجاری‌سازی برای بازی‌های جدی

دکتر محمدعلی مظاهری
رئیس دانشکده علوم تربیتی و روانشناسی دانشگاه شهید بهشتی

دکتر یونس سخاوت
رئیس دانشکده جدی رسانه‌های دیجیتال دانشگاه هنر اسلامی تبریز

دکتر عاطفه احمدی
عضو هیئت علمی موسسه آموزشی عالی سپاهان

دکتر حامد نصیری
معاون پژوهشی مرکز ملی بازی‌های رایانه‌ای

سپهر ترابی
مدیرعامل و مدیر مسئول نشریه بازی‌نامه

توجه: برای شرکت در این نشست، حتماً پارکد زیر را اسکن و از طریق اپوند ثبت‌نام نمایید
مکان: دانشگاه شهید بهشتی، دانشکده مدیریت و حسابداری، تالار الزهرا
پنج‌شنبه ۵ دی‌ماه ۱۳۹۸، ساعت: ۱۳:۳۰ تا ۱۵:۰۰
تلفن دبیرخانه: ۰۲۱۸۸۳۱۰۳۷۰ (داخلی ۴۱۵)

DIREC

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International Serious Games Symposium 2019

Revealing The Gamer's Brain book, by Celia Hodent, a Translation by Mohammad Reza Vafaei

With the help of the Iran Computer and Video Games Foundation, Mohammad Reza Vafaei, the translator of "The Gamer's Brain" book, published and revealed the book "Gamers, Psychological and Behavioral Patterns" at the SeGaP 2018. This year in 2019, on the day of the International Serious Games Symposium, he introduced and unveiled the book "Gamer's Brain," written by Celia Hodent, where he introduced her and her book in details:

Celia Hodent is a gamer experience strategist and former Epic Games (Fortnite) user experience director. Since Cognitive Sciences and Digital Games are intertwined, she may be considered the most influential researcher in this field. Hodent lectured on the importance of cognitive science in game design and had a workshop for Iranian game developers at TGC2018. Her workshop was one of the most popular ones full of enthusiasts in the few days of the event, according to DIREC's report on TGC2018.

Hodent tries to reflect in her works how important deepening into gamers' perceptions is when designing a game that is precisely the opposite of the false common design practices, such as personal preference, others' opinions, mere intuition, or solely statistical information. These designing methods ultimately lead to unfavored games among players or personal failures. It does not mean that experiencing and studying market trends do not improve designing games; rather, the main issue is that to create a magical product that fascinates its audience, one must look at the game from the gamer's perspective

In the present book, Hodent tries first to review the most important theoretical concepts of cognitive sciences such as perception and learning, and in the second part of the book, she explains how to apply these concepts in game design. The first part may not be new to cognitive game researchers, but game developers are generally less familiar with these concepts, and at the same time, the second part will be very interesting for both communities. Celia Hodent's progressive approach toward converging brain studies and game design motivated the Iran Computer and Video Games Foundation to support her book's translation..

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Presentation of Oral Essays

Presentation of Oral Essays

After the book launch, the authors' presentation of the accepted scientific papers began at 15:30 and continued for an hour. Nine papers were presented orally in this section. The panel of the jury included three proficient judges, Yousef Khodabandehlou(Ph.D.), Vahid Amiri(Ph.D.), and Hossein Dehghanzadeh(Ph.D.) to judge the paper presentations. The outcomes of this panel, along with the jury's previous opinions, were used to select the best paper introduced on the closing day.

In total forty-five papers were sent to the secretariat, followed by three assessments for each. Subsequently, only 23 papers were accepted, including nine oral papers and 15 poster essays. Tables 2 and 3 demonstrate the list of oral and poster essays.

Table2-Oral Essays

Author(s)	Topic
Forogh Mahmoodi, Leila Kashani-Vahid, Hadi Moradi, and Ali Yekta-Parast	A Cognitive-Sensory-Motor Gamepad for Therapy of Children with ADHD
Seyed Vahid Mostafavi, Yoonos A. Sekhavat Samad Roohi, Hesam Sakian Mohammadi, and Kazem Pouralvar	A Game-based System to Study the Danger of Advertising Displays for Pedestrians: Are They Really Dangerous?
Shiva Khatoony	An Innovative Teaching with Serious Games through Virtual Reality Assisted Language Learning
Zahra Farsi, Mahdiah Yazdani, and Maryam Nezamzadeh	Comparative evaluation of simulation versus serious game on the smartphone platform for training nursing students in cardiopulmonary resuscitation: A randomized controlled trial
Leila Kashani-Vahid, Sahar Kazemi Taskooh, and Hadi Moradi	Effectiveness of "Maghzineh" Cognitive Video Games on Reading Performance of Students with Learning Disabilities in Reading
Alireza Pir, Leila Keshavarz Afshar, and Saynaz Maveddat	The effectiveness of a set of Neuroland Digital mini-games, on enhancing visual memory and reducing spelling errors in students with writing problems: a pilot study
Hamideh Mohammadi Nasab, Mohammad Ali Mazaheri, Sadeq Fallah Tafti, and Samaneh Behzadpoor	The Effectiveness of the "Man-Man" Mobile Game on Children's Self-Concept and Self-Esteem
Kazem Pouralvar, Yoonos A. Sekhavat, and Samad Roohi	The interplay between metacognitive strategies and learning styles in learning via serious games

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Presentation of Oral Essays

Table3-Poster Essays

Author(s)	Topic
Mohammad Abooyee Ardakan and Zahra Vahed	A conceptual framework for cognitive game design analysis (CGDA)
Milad Jafari Sisi	A Framework for GPS-Based Tourism Games to Improve Spatiotemporal Management of the Regional Movements of Visitors
Reza Darooei, Alireza Vardm and Hossein Rabbani	Barbam: A New Acrophobia Virtual Reality Game
Arghavan Saeidan, Zohreh Rafezi, and Hossein Eskandari	Designing a Serious Game "Events" and Investigating the Effectiveness in Modifying Confirmation Bias: A Single Subject Study
Khadijeh Salehi Aghdam and Masoud Hasani Alavi	Designing MIND PRO Working Memory Game and evaluating its effectiveness on working memory in ADHD children
Shayesteh shokoufefdard, Mohamad Ali Mazaheri, Mahmoud Heidari, Mojtava vahidi, and Parisa Seyed Mousavi	Development and Evaluation of Maternal Sensitivity Assessment Game
Elham Hakimirad, Leila Kashani-Vahid, Marzieh Sadat Hosseini, Atefeh Irani, and Hadi Moradi	Effectiveness of EmoGalaxy Video Game on Social Skills of Children with ADHD
Nahid Hamidzadeh, Leila Kashani-Vahid, Hadi Moradi, Samira Vakili, and Atefeh Irani	Effectiveness of EmoGalaxy Video Game on Social Skills of Disorder Children with Oppositional Defiant
Farkhondeh Fazel Bakhsheshi	Escape Rooms: A New phenomenon in Tourism
Farkhondeh Fazel Bakhsheshi	Serious Games and Serious Gaming in Escape Rooms
Zeinab Sadat Jahromi	Study on effectiveness of Hana game application on cognitive problem-solving skill, attention and academic achievement linguistics and mathematics on first grade student

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Presentation of Poster Essays

Table3-Poster Essays

Author(s)	Topic
Hanie dehghani and Atefeh Ahmadi	The effectiveness of a mobile application "Kalcal" on the learning of mathematics in students with dyscalculia
Mohsen Eini and Parisa Saghafi.	The perspective of Certain Realizable Crimes in Second Life
Farkhondeh Fazel Bakhsheshi and Ghazal Ghaziani	Tourism Based Games: A Study of Challenges and Profits
Bahram Hooshyar Yousefi and Hana Mirkhezri	:Toward A Game-based Learning Platform A COMPARATIVE CONCEPTUAL FRAMEWORK FOR SERIOUS GAMES



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The Festival's Final and the Closing of the Serious Games Prize

On Friday, December 27, before the closing ceremony and the rewarding, the final of the Serious Game Festival 2019 took place at 13:00. On this day, after reciting the Quran and the Islamic Republic's anthem, Fariba Alizadeh, the executive secretary of SeGaP, first explained the statistics and rules of the finalists' competition. Then, Ali Amini, head of the Education Department of the Kish Institute of Science and Technology as this institute's representative and the sponsor of the Serious Games Prize 2019, gave a speech. After that, the finalists each had a 5-minute game pitch describing their studies and game developing process. After each game presentation, all six judges of the scientific and game design areas had 5 minutes to ask and answer questions and clarify any game ambiguity. The games that made it to the final were Tizrun, Tavandast, The Empowering Glove, Shah Gigili, Richter, Hannah, Sarai, KeepStep, and FirstAaid. Finally, among the submitted games, "Tizrun" from "Tabriz Islamic Art University" won the title of The Serious Game of the Year (2018). The winner received a prize of 20 million Tomans from Iran Computer and Video Games Foundation.

After the final of the festival section, the closing ceremony of the Third Serious Games Prize 2019 started with the recitation of the Quran and the Islamic Republic of Iran's national anthem. First, Seyed Sadegh Pejman, CEO of Iran Computer and Video Games Foundation, pointed out IRCG's goals of holding SeGaP, and while appreciating the institutions' collaboration in holding this event, he proclaimed the continuation of this cooperation. After the speech, introducing the winners of all three sections and awarding the prizes began.

In the end, the winner game developers and researchers in the three sections of the event were appraised. In SeGaP2019, the number of participants, the works submitted, and the number of prizes had significantly increased to more than **135 million Tomans** for the selected articles, games, and teams.

The Comprehensive Report on the Third Edition of the "Serious Games Prize"

The Festival's Final and the Closing of the Serious Games Prize

Prizes of the Serious Games Festival 2019

In the festival section of the Serious Games Prize 2019, intending to identify, introduce, and appreciate the best works, out of a total of 72 submitted works, nine games finally reached the final stage. Furthermore, according to the jury, **Tizrun** was titled **The Serious Game of The Year (2019)**. The ranking of each of these nine teams plus their prizes granted by the Iran Computer and Video Games Foundation are as below:

- First place: **Tizrun**, winner of 20 million Tomans as the Serious Game of 2019
- Second place: **KeepStep**, winner of the 2 million Toman Prize of Iran Computer and Video Games Foundation
- Third place: **Shah Gigili**, winner of the 1.5 million Toman Prize of IRCG
- Fourth place: **Tavandast**, winner of the 1 million Toman Prize of IRCG
- Fifth place: **Empowering Gloves**, winner of the 1 million Toman Prize of IRCG
- Sixth place, **FirstAID**, winner of the 1 million Toman Prize of IRCG
- Seventh place, **Hannah**, winner of the 1 million Toman Prize of IRCG
- Eighth place, **Richter**, winner of the 1 million Toman Prize of IRCG
- Ninth place, **Sarai**, winner of the 1 million Toman Prize of IRCG

In addition to the main awarding process, several institutions sponsored the games granting prizes to them based on the institution's special judgment.

1.National Institute for Medical Research Development (NIMAD) on behalf of the Ministry of Health and Medical Education

Like the previous year, NIMAD sponsored the event for health games.

- **Tavandast** was the winner of the 7 million Toman NIMAD prize for first place, aimed at rehabilitating patients with mobility problems and the elderly.
- **Tizrun** was the winner of the 5 million Toman NIMAD prize for second place for promoting the culture of health and wellness.
- **KeepStep** was the winner of the 3 million Toman NIMAD prize for third place to rehabilitate patients with MS.
- **Virtual Rehabilitation and Training Game- Room for Children with Autism** was the winner of the other 7 million Toman NIMAD prize for third place, aimed at rehabilitating patients with autism.

The Festival's Final and the Closing of the Serious Games Prize

- **Shah Gigili** won the 4 million Toman first-prize of Kanoon .
- **The game, Virtual Room for Education and Rehabilitation of Children with Autism**, won the 2 million Toman second-prize of Kanoon.

5.Shahid Beheshti University Accelerator (Hub):

The Shahid Beheshti University Accelerator Hub also sponsored the educational games in the festival.

- **Shah Gigili** won 5 million Tomans as the selected game in education from the SBU Accelerator HUB.

6.Iran Drug Control Headquarters

This headquarters sponsored the event to support preventing social dilemmas.

- **Bigol** won the 2 million Toman prize of the Iran Drug Control Headquarters for promoting a healthy lifestyle.

The Festival's Final and the Closing of the Serious Games Prize

Prizes of the Serious Games Hackathon 2019

Five teams in Tehran and three teams in Tabriz won various prizes at the Serious Games Hackathon 2019. For the first time, this event was held simultaneously in Tehran and Tabriz. On behalf of the Kish Free Zone Organization, the Kish Institute of Science and Technology sponsored the Hackathon 2019 in Tehran. Also, 18 teams at Iran National Innovation Fund challenged at this event in Tehran with the theme of Teaching English to Children, Young adults, and the Deaf and hard of hearing. The results are:

- **Leania** Team won the 12 million Toman prize of the champion of serious games Hackathon 2019 for their game King Island Hero.
- **Valsalva** team won the 6 million Tomans prize for second place in Serious Games Hackathon 2019 in Tehran for the game Kish Lenj.
- **Each of the teams, Amata for English Land and Prunus for Adventures in Kishland**, won a 3 million Toman prize for third place.
- To support young game developers' participation at the Hackathon event, **Farzanegan School** won the 1 million Toman Hope of Serious Games Hackathon 2019 prize in Tehran for the **English Vocabulary Training** game.

Deputy Ministry of Youth Affairs of the Ministry of Sports and Youth of Tabriz sponsored the Hackathon 2019 in this city, hosted by Tabriz Islamic Art University. Twenty teams participated in this event with the theme of Life Skills: Conscious Choice. The results were as follows:

- **Team Liquid** won 7 million Tomans for the champion in Serious Games Hackathon 2019 for their game **Perfection**.
- **Neuron** team won 5 million Tomans for second place in Serious Games Hackathon 2019 for their game **Navido**.
- **Indicate** team won the 3 million Tomans for third place in the Serious Games Hackathon 2019 for their game **Lovely Home**.

Prizes of the International Serious Games Symposium 2019

Prizes of the International Serious Games Symposium 2019

Only 23 English papers were accepted in the International Serious Games Symposium 2019, as the scientific section of the event, where eight papers were presented orally. Here is a description of the eight oral presentations:

- **A Game-Based System to Study the Danger of Advertising Displays for Pedestrians: Are They Really Dangerous?**

Authors; Seyed Vahid Mostafavi, Younes Sakhvat, Samad Rouhi, Hesam Sakian Mohammadi, and Kazem Pouralvar. This paper was selected as the best paper of the International Serious Games Symposium 2019 and received a 3 million Toman award from Iran Computer and Video Games Foundation.

Also, on behalf of the Kish Free Zone Organization, the Kish Institute of Science and Technology sponsored this event to support serious games in education and tourism. This institute awarded the following paper:

- **Escape Rooms: A New phenomenon in Tourism**

Farkhondeh Fazel Bakhshi wrote this paper as the best article in tourism and received a cash prize of 5 million Tomans.

On the other hand, seven other oral articles of the Symposium received a prize of 1 million Tomans, each from the Iran Computer and Video Games Foundation. The information on these seven papers are as follows:

- **A Cognitive-Sensory-Motor Gamepad for Therapy of Children with ADHD**

Authors: Forough Mahmoudi, Leila Kashani Vahid, Hadi Moradi, and Ali Yektaparast

- **An Innovative Teaching with Serious Games Through Virtual Reality Assisted Language Learning**

Author: Shiva Khatouni

- **Comparative Evaluation of Simulation Versus Serious Game on the Smartphone Platform for Training Nursing Students in Cardiopulmonary Resuscitation: A Randomized Controlled Trial**

Authors: Zahra Farsi, Mahdieh Yazdani, and Maryam Nezamzadeh

Prizes of the International Serious Games Symposium 2019

- **Effectiveness of Maghzineh Cognitive Video Games on Reading Performance of Students with Learning Disabilities in Reading**

Authors: Leila Kashani Vahid, Sahar Kazemi Taskooh and Hadi Moradi

- **The Effectiveness of a Set of Neuroland Digital Mini-Games, on Enhancing Visual Memory and Reducing Spelling Errors in Students with Writing Problems: A Pilot Study**

Authors: Alireza Pir, Leila Keshavarz Afshar, and Sainaz Movadat

- **The Effectiveness of The Man-Man Mobile Game on Children's Self-Concept and Self-Esteem**

Authors: Hamideh Mohammadi Nasab, Mohammad Ali Mazaheri, Sadegh Fallah Tafti, and Samaneh Behzadpour

- **The Interplay Between Metacognitive Strategies and Learning Styles in Learning Via Serious Games**

Authors: Kazem Pouralvar, Younes Sakhvat, and Samad Rouhi





