



IRAN COMPUTER GAME FOUNDATION PRESENTS:

6TH SERIOUS GAMES PRIZE 2023

#SEGAP2023



2000 EUROS PRIZE

HACKATHON
EXPERIENCING OF DEVELOPING A
SERIOUS GAME

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INTERNATIONAL SYMPOSIUM
REVIEWING OF THE LATEST RESEARCH IN
THE AREA OF SERIOUS GAMES FESTIVAL

DEADLINE FOR FULL PAPER AND
SERIOUS GAME SUBMISSION,
OCTOBER 27, 2023

FESTIVAL
SELECTING THE BEST SERIOUS GAMES
OF THE YEAR

DECEMBER 21 & 22

AMIRKABIR UNIVERSITY OF TECHNOLOGY



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6th Serious Games Prize (SeGaP2023)

The Initial Call for the International Event of the Serious Games Prize 2023 (SeGaP2023)

1 Preface

Serious Games (Targeted Games) are a key part of the Digital Games Industry that are considered as effective tools for Education, Advertising, Healthcare and other serious purposes. In addition to the technical knowledge of Game-Development, making serious games also requires specialized scientific knowledge of the field in question and academic Research & Development.

By holding three events, the Serious Games Festival 2023, Serious Games Hackathon 2023, and the International Serious Games Symposium 2023, the 6th Comprehensive Serious Games Prize Event, attempts to provide scientific and industrial infrastructure for the development of more serious games in Iran and to expand development circles from academic research to commercialization of existing products in the industry. Serious Games Prize 2023, as in previous terms, with millions of cash prizes and a large network of sponsors and partners, is an opportunity to contribute to the growth of serious games in Iran.

As in previous years, this event will be held with a broader view of serious game. Accordingly, the SeGaP2023 Secretariat invites all game researchers and game developers interested in producing and studying in the field of serious entertainment to join this large community and, as a member of this network, collaborate in the production of articles, games and sharing experiences.

2 What are serious games?

By a general definition, serious games can be considered as a branch of digital games produced not mainly based on entertainment but also for educational, cultural or therapeutic purposes. Relying on different areas, these goals can be considered as games in the fields of Theoretical Education, Skills Training, Social Reforms and Promoting Prosocial Behaviours, Healthcare, therapy and Rehabilitation, Advertising and Persuasion (Persuasive Advertising). These games are categorized variously, but in general, they can be divided according to Table 1.

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Table 1- Serious Games Categories

Serious Games Categories	Definition	Examples
Theoretical Education	Using games to teach scientific and educational concepts	Teaching mathematics, physics, foreign languages and other theoretical concepts
Skill Training	Using games to acquire various skills	A wide range from managerial, military, crisis management and occupational skills to teaching prayer to children, etc.
Persuasive Advertisement	Developing games with the goal of advertising and promoting a concept	Promoting a tourist attraction, a political party, religious advertising, advertising products, brands, etc.
Social Reforms and Promoting Prosocial Behaviours	Modeling to improve or change social status and promote moral and social instruction through play	Environmental protection, conservation of cultural heritage, promotion of tourism culture, public health, social responsibility, shift in social behaviors, etc.
Healthcare	Preventing disease and staying healthy with the help of games	Avoiding issues such as diabetes, obesity or addiction and encouraging healthy eating and exercise
Therapy and Rehabilitation	Using games as a therapeutic tool to facilitate the treatment of various diseases and rehabilitation	Help treat diseases such as ADHD, autism or phobia, and rehabilitate victims of stroke, mental disorders, etc.

3 The Goals of SeGaP2023

- Special focus on developing games about Talent identification and empowerment with a cognitive approach.
- Continuing to support the production and commercialization of educational games based on state-of-the-art technology, healthcare and treatment
- Connecting academia and industry and reinforcing the relationship between the two in the field of serious games
- Help develop business opportunities and entrepreneurship
- Identifying and supporting serious game developers to help expand the game industry
- Creating transformation in educational, advertising, medical and social systems, etc.
- Introducing and supporting active serious game developers to create proper role models for the new generation
- Promoting an efficient perception of the game category among policymakers, consumers, and other industry audiences

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4 Benefits of Attending the Event

- Communicating with stakeholders and investors in the field of serious and targeted games
- Receiving considerable cash and non-cash prizes for selected teams, articles, and games
- Connecting to a large network of game scholars and developers in the country
- Cooperation in producing science in the field of serious games
- Establishment of selected games in growth and acceleration centers to accelerate the commercial development of games
- Using the extensive advertising space of the competition to introduce the game to the audience and investors
- Taking the opportunity to experience serious game development in the Serious Games Hackathon.
- Receive an international award for new games of the year and selected articles up to **€2000**

5 Different Sections of SeGaP2023

The 6th Serious Games Prize event, same as last year, also supports writing articles in this field in addition to developing serious games and reviewing the works produced. In this course, three separate events will be held, including:

- [International Serious Games Symposium 2023](#)
- [Serious Games Festival in 2023](#)
- [Serious Games Hackathon 2023](#)

5.1 Serious Games Symposium 2023

The Symposium is held to focus on scientific resources and research for the development of serious games. This section accepts scientific articles only in English, and three referees strictly judge submitted works. In 2021 like in previous courses, among the 30 submitted articles, 11 articles were accepted, 5 of which were presented orally and 11 were presented as posters, and after the event was completed, they were indexed in the IEEE Xplore citation database (see [here](#)). Also, in 2020 and 2019, 16 articles (see [here](#)) and 21 articles (see [here](#)) were published in this database, respectively. In this section, in addition to introducing the best essay and awarding a prize of **120 million Rials**, other oral essays are also honored in the form of a cash prize. Also, in case of publication of the expanded version of each of the oral and poster articles in one of the international scientific-research journals, **up to 120 million Rials** cash prize will be awarded to the authors of the articles to cover some of the publication costs. After this event was held online in the past years, in 2023 the event will be held in person. In this course, game researchers will have **until Friday, October 27th**, to submit their papers to the symposium, and like last year,

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papers will only be accepted in English. Also, among the submitted articles, the selected articles will be presented orally on the day of the symposium and receive a cash prize.

Especially this year, the event secretariat has prepared a total of up to 100 million Rials for articles that deal with topics related to the metaverse and serious games or the use of NFT in serious games.

Table 2. Cash prizes of the Serious Game Symposium 2023

Prize Type	Awarding Institution	Total Awards Ceiling
Top article	Serious Games Prize Secretariat	120 million Rials
Top article by Non-Iranian authors	Serious Games Prize Secretariat	500 Euro
Oral Articles	Serious Games Prize Secretariat	120 million Rials
Publication of an expanded version of the article in foreign journals after the event	Serious Games Prize Secretariat	120 million Rials
Articles related to the research method and commercialization of serious games	Serious Games Prize Secretariat	120 million Rials
Articles related to Metaverse or the use of NFT in serious games	Serious Games Prize Secretariat	100 million Rials
Selected articles related to Cognitive Sciences	Cognitive Sciences and Technologies Council	100 million Rials
The use of serious games in improving the quality of legislation, empowerment, and awareness	Islamic Parliament Research Center	will be announced

In addition, for this course, the necessary measures have been taken to obtain permission to index the symposium articles in the IEEE Xplore database, and after receiving the permission, the approved symposium articles will be indexed in this digital library.

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Table 3. List of papers presented in Serious Game Symposium 2020
These Papers got indexed in the IEEE Xplore Digital Library. ([Click here](#))

Title	Authors
Comparison of the effectiveness of cognitive rehabilitation programs of brain training and Cagni-Plus on cognitive skills of students with attention deficit/hyperactivity disorder	Farideh Hajjheidary, Mahnaz Estaki, Mansore Shahriari Ahmadi & Hassan Ashayeri
Effects of Computerized Cognitive Rehabilitation on the Working Memory of Opioid-dependent Patients	Milad Taksibi, Leila Kashani Vahid, Samira Vakili & Hadi Moradi
Lean Gamification Canvas: A New Tool for Innovative Gamification Design Process	Bahram Hooshyar Yousefi & Hana Mirkhezri
Level up SeGaP: An Action Research Approach for Developing an Innovation Prize	Hamed Nasiri, Fariba Alizadeh & Soroush Ghazinoori
Mind Wandering Detection and Application of a Computer Game (Focus) as an Intervention to Return Attention During Readings	Samira Poudratchi, Kazem Pouralvar, Samad Roohi & Yooness khavvat
Screening Autism by Evaluating Turn Taking Skills using an Agent-Based Video Game	Sheyda Shabani, Pegah Soleiman, Hadi Moradi & Leila Kashani Vahid
The Effectiveness of "Maghzineh" Cognitive Games on Response Inhibition of Children with Externalizing Emotional Behavioral Disorders	Mahshid Ojani, Leila Kashani Vahid & Hadi Moradi
Can we use serious games to enhance "emotion regulation" capacity in adolescents as a protective strategy against addiction? An Overview of Systematic Reviews	Hadi Zarafshan & Sahar Khayam Bashi
Comparing the Effectiveness of "EmoGalaxy Video Game" with "Card games" on Emotion Regulation of Children with Autism Spectrum Disorder	Zohreh Shams, Leila Kashani Vahid & Hadi Moradi
Identifying Factors Affecting the Immersion and Concentration of Players in Serious Games	Reza Moradi Rahimabad & Mohammad Hossein Rezvani
iParallel: A SmartWatch-based Serious Game for Organizational Learning	Amir-reza Asadi
Kinect-based Virtual Rehabilitation for Upper Extremity Motor Recovery in Chronic Stroke	Sohrab Almasi, Leila Shahmoradi, Nouredin Nakhostin Ansari, Roshanak Honarpishe & Hossein Ahmadi
REACTION: A Serious Game that Simulates Coronavirus Transmission	Mohammadreza Mohammadnejad, Morteza Dorigiv & Farzin Yaghmaee
Study of the Serious Games' Capacity in Promoting Financial Literacy	Shoeib Hoseiny & Abbas Niknafas
The effect of mobile games on math learning of third graders of elementary schools	Ali Shirkarami, Khadijeh Ali Abadi, Saeid Pourroostaei Ardakani & Shadi Azimi
The Effectiveness of ABFT-Based Parenting Training Via Cell Phone on Parent-adolescent Conflict A Single Case Study	Hamide MohammadiNasab, Mohammadali Mazaheri, Morteza Rezaeizade & Mahmood Heydari

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Title	Authors
The Effectiveness of Pishan Skills Development Game-Assisted Therapy in Promoting the Theory of Mind (ToM) in Children with Autism Spectrum Disorder	Fereshteh Yaghooti, Sogand Ghasemzadeh & Zahra Ahmadi
The Effect of Using Love City Game on Improving Marital Satisfaction, Emotional Malaise, Sexual Intimacy of Couples with Visual Impairment	Shima Berme, MohammadKazem Najafi & Mustafa Najafi

Table 4. List of papers presented in Serious Game Symposium 2019
These Papers got indexed in the IEEE Xplore Digital Library. ([Click here](#))

Title	Authors
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, Yoones 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, Mahdieh 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, Yoones A. Sekhavat, and Samad Roohi	The interplay between metacognitive strategies and learning styles in learning via serious games
Mohammad Abooyee Ardakan and Zahra Vahed	<i>A conceptual framework for cognitive game design analysis(CGDA)</i>
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

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Title	Authors
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, Mojtaba Vahidi, and Parisa Seyed Mousavi	Development and Evaluation of Maternal Sensitivity Assessment Game
Elham Hakimrad, 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 Children with Oppositional Defiant Disorder
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
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

Table 5. List of papers in the area of Serious Game presented in DGRC2018
These Papers got indexed in the IEEE Xplore Digital Library. ([Click here](#))

Authors	Title
Pedram Amini, Abbas Zahiri and Mohammad Nejad Pour	A Large-Scale Infrastructure for Serious Games Services
Keyvan Borna and Hesam Maghamirad	Serious Games in Computer Science Learning Goals
Amir Reza Asadi and Reza Hamadi	Augmented Reality Game Creator for on-site Job Training
Leila Kashani Vahid, Marzieh Mohajeri, Hadi Moradi and Atefeh Irani	Effectiveness of Computer games of Emotion Regulation on Social skills of Children with Intellectual Disability
Zahra Amiri, Younes Sakhvat and Sakineh Goljarian	A Framework for Rehabilitation Games to Improve Balance in People with Multiple Sclerosis (MS)

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Authors	Title
Atefeh Irani, Hadi Moradi and Leila Kashani Vahid	Autism Screening Using a Video Game Based on Emotions
Azadeh Bashiri, Leila Shahmoradi, Behrouz Alizadeh, Hamid Beigi, Marjan Ghazi Saeedi, Sharareh Rostam Niakan Kalhori, Masoud Nosratabadi and Mahnaz Esteki	Designing a Clinical Decision Support System for Recommending Computerized Cognitive Programs in the Rehabilitation of Attention Deficit Hyperactivity Disorder
Amir Reza Asadi and Reza Hamadi	Understanding Currencies in Video Games: A Review
Hesam Sakian Mohammadi, Milad Jafari Sisi, Erfan Pirbabaei and Younes Sakhvat	ExerBrain: A Comparison of Positive and Negative Reinforcement in Attention Training Using BCI-based Computer Games
Pedram Amini, Abbas Zahiri, Mohammad Nejadpour	A Large-Scale Infrastructure for Serious Games Services
Zahra Amiri and Younes Sakhvat	A framework for rehabilitation games to improve balance in MS patients (in Persian)
Tahereh Kahidi Basiri and Atefeh Ahmadi	Probot: A Serious Game to Teach Programming Concepts to Children and adolescents (in Persian)
Reyhaneh Hooshmand and Afshin Azizi	Feasibility of administrative and legal dimensions of governmental protection for serious games(in Persian)
Ahmad Reza Matinfar and Yousef Khodabandehloo	Computerized Cognitive Training for Mental Disorders (in Persian)
Azar Tabaei, Leila Majidi and Mahnaz Esteki	The impact of Video Games on Sensory Integrity, Eye Contact, Auditory Sensitivity and Social Interactions in Autistic Children (in Persian)
Fereshteh Amouzadeh, Peyman Honarmand, Mehdi Rahimzadeh, Hassan Gharayagh Zandi and Reza Rostami	Comparation the Impact of Fifa on the ADHD Symptoms in Athlete Students with ADHD (in Persian)
Leila Kashani Vahid, Samira Shafiei Khameneh, Atefeh Irani, Hadi Moradi and Mohammad Parsa Azizi	The Effects of Computer Games on Social Skills of Children with Autism (in Persian)
Shima Zabihifar and Elham Kargar Tazraq	The effectiveness of Food Balance on food habits of children 7 years old in Davarzan (in Persian)
Mohsen Roshanian Ramin and Bahar Izadi Jazi	Mechanics and Instructional Goals in Serious Games (in Persian)
Morteza DorriGiv and Shabnam Saffariyeh	Design and Development of Simple Games to Support Skills for Children with Cognitive Learning Disorders (in Persian)
Hamed Aliyari, Masoomeh Kazemi, Hedayat Sahraei, Behrouz Minaei Bidgoli, Mohammad Reza Daliri, Seyed Mohammad Ali Seyed	The Effect of Scary Computer Games on Players Cognitive Nerve Changes: Hormonal and Brain Signals (In Persian)

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Authors	Title
Hossein, Mohammad Sahraei, Zahra Dehghanimohammadabadi	

**Table 6. List of papers in the area of Serious Game presented in DGRC2017
These Papers got indexed in ISC.**

Authors	Title
Hooman Habibnia, Tara Rezapour and Hadi Moradi	Maghzineh: A Game-Based Approach for Brain Empowerment
Atefeh Irani, Hadi Moradi, Leila Kashani Vahid	A Serious Game to Learn and Enhance Emotional Skills for Children: A Pilot Study
Yousef Khodabandehloo, Reza Rostami, Mahsa Farahmandpour and Sara Yadollahi	An attempt to increase intelligence with intensive computerized cognitive training and speech therapy: a single-case study
Hossein Zarei and Shaghayegh Kolli	Designing and Implementing a Smartphone Game for Blind People (in Persian)
Laleh Esmaeli and Mansoureh Bahramipour	The effectiveness of cognitive Brtvanmndy cognitive computer games, creativity and self-regulating student behavior years old (in Persian)
Hossein Dehghanzadeh, Behrooz Minaei and Hojjat Dehghanzadeh	A framework for identifying the appropriate mechanics of computer games for teaching cognitive subjects (in Persian)
Hamed Ali Yari, Masoumeh Kazemi, Hedayat Sahraei, Behrooz Minaei, Mohammad Reza Daliri, Seyed Mohammad Ali Seyed Hosseini, Zahra Dehghani and Marjan Erfani	Cognitive study of Puzzles Game Effects on Problem Solving and Attention at players (In Persian)
Mina Esmaeli, Hassan Ashayeri and Mahnaz Esteki	The effect of computer games on improving student's Problem Solving and life skills (in Persian)
Faezeh Aghazadeh Par, Parasto Alikhani and Mojtaba Vahidi Asl	Identifying the Challenges in the Implementation of Gamification in Instruction: An Exploration into the Experiences of Activists in the Field (in Persian)
Ehsan Gol Ahmadi and Atefeh Ahmadi	A Serious game for mobile phones to help Diebetic children 8 and up to manage their disease (in Persian)
Alireza Mahanian and Gholam Ali Montazer	Clarifying the Concept of Gamification and Proposing a Model to Use it in Educational Context (in Persian)
Yazdan Movahedi, Hamidreza Amarloo, Leila Mozehkesh and Morteza Pourmohammadi	The effect of Computer-Aided Rehabilitation on creativity and emotional intelligence of industrial design students (in Persian)
Milad Jafari Sisi, Hesam Sakian Mohammadi, Erfan Pirbabaei and Behnam Alizadeh Ashrafi	A Study on the Capability of Augmented Reality Technology to the Empowerment and Gamification of Textbooks Through Interactive Content Simulation (in Persian)
Saeed Pourrostaei Ardakani, Salah Ismaili Gujar, Laila Khedri	Investigating the relationship between the use of multiplayer computer games and interpersonal skills (in

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Authors	Title
Lilous and Hojjatollah Moradi	Persian)
Ehsan Bahrami and Mojtaba Vahidi Asl	Leaderboard And User Engagement In The Gamified Learning Management System (in Persian)
Zahra Batoli, Fatemeh Fahimnia, Nader Naghshineh and Fakhralsadat Mir Hosseini	Design based on the theory of the game framework of information literacy training (in Persian)
Mehdi Khorram and Mahnam Monfared	Design library service for kids by use of game models (in Persian)
Arian Taheri and Seyed Bashir Hosseini	A Study of Binary Logic Application Moods in Serious Computer Games (in Persian)

5.1.1 ISGS2023 Tracks:

Papers should cover topics that are related to the field of serious games. The tracks of ISGS2023 are inspired by international related events and the potential topics, including:

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
- ✓ Metaverse and SG

B. Cognitive Science track:

- ✓ Cognitive processing in SGs

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- ✓ 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
- ✓ 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, 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 special serious game accelerators & incubators
- ✓ Serious games market studies
- ✓ Business models for SGs
- ✓ NFT in the field of SGs

5.1.2 Submission Guideline:

- The deadline for full paper submission is October 27, 2023
- December 21, 2023: International Serious Games Symposium 2023
- All the documents will be accepted just in English
- The submitted papers must be written up to a maximum of 12 pages.

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- Papers that contain plagiarism will be omitted from the review process, and the authors will not be able to submit an article again.
- Lack of transparency will omit participants from the process of submission in the event.
- Each author can submit several articles
- The papers must be written up in an IEEE template ([Click here](#) to download the paper template)

Click here or refer to www.segap.ir, to submit your papers to the Serious Game Symposium 2023

5.2 Serious Games Festival 2023

Like the previous events, the festival section of SeGaP continues to host the developed games on various topics of serious games. Participants with games in different fields of serious games, including education, training, advergaming, prosocial behaviors promotion, well-being, healthcare, etc., can submit their entries to the Prize Secretariat. The submitted works will be judged in three stages of production, commercialization and science. Then the teams selected for the final will present their achievements and finally the serious game of the year will be introduced. Cash prizes are dedicated to selected games in the following areas:

- The serious game of the year will win the Foundation's Grand Prize of **250 million Rials**.
- The finalists of the festival will receive a total prize of up to **250 million Rials**.
- Selected serious academic games will receive prizes up to **150 million Rials**.
- The selected serious game of the international section of the festival will be awarded up to **1500 Euro** to non-Iranian game makers.
- The games that have participated in previous courses of the event, could participate in the **best update** section to try again their chance of winning a prize of **100 million Rials**.
- **In particular, the chosen ones will be considered to receive commercialization facilities, advertising or game production grants from the foundation.**
- **In particular, DIREC as the event secretariat has prepared prizes of a total of up to 100 million Rials for serious games in the field of Metaverse and NFTs.**

It is noteworthy that, as in previous years, the festival section benefits from the support of various agencies on various topics. Collaborative institutions with specific awards dedicated to selected games in their refereeing panel,

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provide the opportunity for game developers to take advantage of these prizes by submitting games conforming to the priorities set by each institution. All the approved supports up to the date of publication of the initial call are described in Table 7.

Click here or refer to www.segap.ir, to send your game to the Serious Game Festival 2023

Table 7- Cash prizes of the Serious Games Festival 2023

Prize Type	Achievement Conditions	Awarding Institution	Total Awards Ceiling
Serious Games Prize of the Year	The highest points in the main jury	Serious Games Prize Secretariat	250 million Rials
International Serious Games Prize of the Year	The highest points in the main jury		1500 Euro
Festival Finalists	Minimum points required for attending as a finalist of the festival		250 million Rials
Winner of the Best Update	The highest score for the new version of a serious game that has already participated in the event.		100 million Rials
Selected Academic Game	The highest score in the main jury		150 million Rials
Selected game of Metaverse or NFT application	Serious games in the Metaverse space and the use of NFT in the game		100 million Rials
Selected games for health (body and mind)	The highest score in the main jury	AmitisGen TECH Dev Group	Up to 10 billion Rials
Selected startups	Obtaining the necessary points in the judging process	Hooshmand Aval Beheshti (HUB)	Up to 10 billion Rials
Selected products and startups	Obtaining the necessary points in the judging process	Razmandegan Scientific Institute (Setup Creative House)	Investment up to 20 billion Rials and acceleration up to 3 billion Rials
Festival Finalists	The highest score in the main jury	Jahesh Aval Game House	Up to 100 million Rials
Selected game for children and teenagers	The highest score in the special judging of children and teenagers	Institute for the Intellectual Development of Children and Young Adults	400 million Rials

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Prize Type	Achievement Conditions	Awarding Institution	Total Awards Ceiling
Selected Game of Cognitive Department	The highest score in the jury of the Cognitive Sciences section	Cognitive Sciences and Technologies Development Headquarter	520 million Rials
Selected Game of the Technology Department	The highest point in the jury of the use of state-of-the-art technologies	Automation and Digital Technologies Development Headquarter	will be announced

5.3 Serious Games Hackathon 2023

Serious Games Hackathon is a three-day gaming event as a unique opportunity for ideation and developing a serious game. In this section, after announcing the call and registration, the participants will compete from September 20 to 22, 2023. Besides the technical mentors in the field of game development and design, expert mentors are also present according to the issues and concerns of the sponsors. The games are ultimately developed up to the demo version, the experience and, the initial idea of making a serious game on the subject.

Being well received by the audience and supporters, Serious Games Hackathon, over the past two years has focused on autism therapy and interaction with autistic patients, promoting a culture of rational drug use, English language teaching (for children, young adults, and deaf people), and life skills: a conscious choice. Considering the subject, sponsors, and the number of provinces hosting this event, there is good hope to have a wide range of audiences at the third SGH.

The 6th edition of the Serious Games Hackathon, like the previous edition, is a problem-oriented competitive event under **the Shahid Babaei National Elite Foundation's plan**, and with the financial support of this foundation and the awarding of elite activity points to the chosen ones, it has provided a special opportunity for the participants. Also, to promote reading, the country's libraries organization is the financial sponsor and designer of this event in the whole country, which will be held **simultaneously and online** in other provinces **except Tehran**, and will honor the best serious games in this sector. Therefore, interested individuals and teams can finally register **until Friday, September 1, 2023**, to take advantage of this opportunity and participate in the event individually or as a team.

- It is noteworthy that to empower and train the participants before the hackathon, specialized training workshops will be held, which is a mandatory prerequisite for receiving the elite activity points of the

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National Elite Foundation. The time of the workshops will be announced later

The cash prizes of this section are included in Table 8, and in addition to the cash prizes awarded by the sponsors, the selected games of each institution will be considered for follow-up investment and commercialization.

Table 8- Cash and Non-Cash Prizes of Hackathon Section of Serious Games 2023

Prize Type	Awarding Institution	Total Awards Ceiling
Selected games of all provinces	Iran Computer Games Foundation & Iran Public Libraries Institution	Material facilities are granted up to 180 million Rials along with specialized mentoring.
Selected Games in Hackathon of Three Provinces	Iran's National Elites Foundation	Granting Elite Activities Score to selected games

Click here or visit www.segap.ir, to register as a team or individual in the Serious Games Hackathon 2023.

6 Participants of this Event

Because serious games are problem-oriented, one of the most important ways for the production and promotion of these games in Iran is to identify organizations with concerns in their field of activity in line with the relevant priorities that developing and using serious games can solve and improve their situation. Therefore, attracting the institutions to use this platform and introducing games as an effective tool for them is considered as one of the important goals of this event.

Accordingly, during the three periods of holding comprehensive Serious Games Events, institutions from many different fields have associated this event. As in previous periods, this year's event will also be held with the participation of several institutions.

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6.1 Iran Computer Games Foundation and Digital Games Research Center (DIREC)

Iran Computer Games Foundation, under the supervision of the Ministry of Culture and Islamic Guidance, has been operating since 2006 as the sole custodian of the game industry in the country. Given the importance of serious (targeted games) as a branch of digital games, the Foundation strives to identify the potential of these games in various fields by holding a Serious Game Prize event and creating a large network of private and public activists, and contributing to the serious games development in the country. Therefore, one of the main missions of the Foundation is to support the research, production and promotion of serious games in the country, which is done annually **by organizing the Serious Games Prize event.**

Digital Games Research Center (DIREC), the Vice-Chancellor research office of Iran Computer Games Foundation, was established in 2015 with the primary goal of increasing the share of research in the digital games industry. In this regard, DIREC has established interactive communication with industry activists, including game development companies, publishers, media, universities, and policymakers, and then by conducting periodic surveys on consumer behavior studies across the country, gained access to a significant amount of data and information. Moreover, one of the most important DIREC's missions is to focus on serious games and identify academic and industrial activists in the field. This goal is achieved each year by taking the responsibility **of monitoring and organizing the SeGaP event as its secretariat.**

6.2 Department of Computer Engineering, Amirkabir University of Technology

Amirkabir Computer Engineering Faculty is one of the top faculties of Amirkabir University of Technology and one of the top 90 computer faculties in the world. The research activities of this faculty are carried out in the form of independent projects attracted by its 31 faculty members, master's and doctoral theses, and contracts with industrial centers. These activities are planned to meet the scientific research needs of the country, advance the frontiers of knowledge, and raise the academic-scientific quality. In this regard, research in the fields of information transmission, software systems, parallel processing, artificial intelligence, computer vision, still and moving image processing, speech processing, information security and encryption, pattern recognition, learning algorithms, data mining and robotics has been more possible. Also, this school has been the breeding ground for the founders of many of Iran's best game companies, such as Danesh Paroran Amirkabir (provider of Quiz of Kings), Tod Studio (provider of Fruitcraft and Percity games), etc. In recent years, many events have been held in this college to support game makers. The collaborations formed between this faculty and the National Foundation of

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Computer Games, along with its potential and actual capacities, have caused great hope for this faculty to become one of the country's serious game centers in recent years. Therefore, Amirkabir University of Technology Computer Faculty has been selected as the scientific host of the 6th edition of the Serious Games Award and will supervise the success of the 2023 International Symposium of Serious Games.

6.3 Iran's National Elites Foundation

Iran's National Elites Foundation (INEF) is an Iranian governmental organization founded on May 31, 2005, by approval of the Supreme Cultural Revolution Council of Iran. The main purpose of the foundation is to recognize, organize and support Iran's elite national talents. The INEF supports its members in scientific, financial/material, and pastoral ways, such as granting low-interest or gratuitous loans, supplying any rare sources or laboratory facilities, involving the members with in-demand/priority national projects (in case of young male members, instead of the compulsory military service obligations, and exiting the county, as necessary, without assurance for those who have not completed their military service), assisting the members in commercializing their innovations or moving it to policy level, as well as other similar support services and networking opportunities

The INEF supports 6th serious games prizes as follows:

- **Granting elite activity points to the selected participants** in each province (Tehran, Isfahan, and Tabriz)
- **Financial support** of the event

Also, like last year, to empower and educate the participants, workshops will be held before the event, which is a prerequisite for attending the hackathon and using elite points if selected.

6.4 Iran National Innovation Fund

At the end of 2012, according to Article 5 of the Law on Supporting Companies and Institutions of Knowledge-Based and Commercializing Innovations and Inventions, the Innovation and Prosperity Fund as a financial institution was established to realize a knowledge-based and technology-based economy and complete the chain of ideas to market. The Fund supports knowledge-based companies to commercialize innovations and inventions, apply research knowledge and achievements, and complement the idea/product/market chain and provide financial and credit services, including assistance, facilities, and partnerships.

This fund has been cooperating with the Serious Games Prize event since 2019 **by hosting and providing the venue as well as the required infrastructure, such as internet and other necessary equipment** for the Serious Games Hackathon.

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During this event, it will host Serious Games Hackathon in Tehran (in case of offline holding).

6.5 Faculty of Multimedia, Tabriz Islamic Art University

Faculty of Multimedia, Tabriz Islamic Art University is a specialized faculty in the field of digital content production, which has been operating since 2007. Combining the faculty of computer and art specialists by creating a space for the production of multimedia products in the form of digital games, animation, and mobile and web applications, the mission of this faculty is to create a bridge between art and computer science to train experts in the field of Digital arts.

This faculty also produces digital content by providing advanced and up-to-date equipment and devices, such as motion capture, virtual reality, sound studio, eye tracker, encephalography, and many other modern tools.

This department has been cooperating with the Serious Games Prize event since 2019 **by hosting and providing the venue as well as the required infrastructure, such as internet and other necessary equipment** for the Serious Games Hackathon in Tabriz. During this round as well, the cooperation of this university will continue in various forms.

6.6 University of Isfahan

As a comprehensive and leading university, the University of Isfahan operates in the modern and interdisciplinary field of games by setting up the entertainment industry innovation center and the serious games laboratory. Considering the activity history of this university in the field of serious games and having research and operational capacity in the field of serious games, the Innovation Center of Entertainment Industries, on behalf of the University of Isfahan, cooperates with the Serious Games Award event as in previous years.

6.7 Kharazmi University

Kharazmi University is the first institution of higher education in Iran, which was established about 110 years ago. The multimedia field has diverse and inclusive topics and a combination of computer engineering courses, visual arts and performing arts, which equips students in the field of production, design and implementation of works based on new digital media (digital games are one of the most important examples of this type of light art). The Faculty of Art and Architecture of Kharazmi University are among the scientific sponsors of the Serious Games Symposium, which will be held on 21&22 December 2023.

6.8 University of Tehran

The Faculty of Electrical and Computer Engineering was established at the same time as the University of Tehran with the initial name of the Electromechanics Department, and due to the rapid development of

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electrical engineering fields and its key role in the development of science and technology, the Department of Electrical Engineering was formed independently. By combining computer engineering and medical engineering and creating specialized and interdisciplinary fields, especially cognitive, and having a high capacity from the perspective of related fields, students and professors active in these fields, this faculty is considered as one of the active scientific poles in the field of serious games, especially in a technical discussion. Therefore, the Faculty of Electrical and Computer Engineering of the University of Tehran, on behalf of the University of Tehran, will cooperate with the serious games award event by **hosting** and providing the venue as well as the necessary infrastructure to hold the hackathon **in person**.

6.9 Iran Game Development Institute

The National Gaming Institute was established in 2010 by the National Foundation of Computer Games to strengthen the basics of gaming education and provide skilled manpower for the country's gaming industry. This center has technical, artistic, and game design departments, and in all three areas, it organizes continuous training courses and workshops to train experts in the field of game development.

In this period, due to the holding of the serious games hackathon event as a problem-oriented competitive event in the form of the Shahid Babaei plan and the awarding of elite activity points by the National Elite Foundation to the winners, one of the requirements for receiving this point is the attendance of participants in educational workshops related to the issue of the event. For this purpose, the National Gaming Institute will hold specialized training courses and workshops in the fields of cognitive and empowerment, and introduce specialized technical professors.

6.10 AmitisGen Med TECH Group

Amitis Gene Technology Development Group as a knowledge-based complex has started its activity in a specialized manner since 1392 with qualification by the Vice President of Science and Technology. This company was formed by a group of top specialists and graduates with the aim of developing new science and technologies and providing specialized services from studies and research in biomedical sciences as a holding company with other related groups that supports and supports technological products and services in the fields of health.

In 1402, this group was selected as one of the main sponsors of the event, which is supposed to **support serious games in the field of health by accelerating and helping the commercialization of games up to 10 billion Rials** from each selected game. Also, the specialized mentoring of this accelerator will also

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include the status of the selected teams, in order to improve the quality and science of the games.

6.11 Hooshmand Aval University of Beheshti (HUB)

Hooshmand Aval University of Beheshti (HUB) started its official activity in partnership with Shahid Beheshti University and Iran Mobile Communications Company (Mahrah Aol) in 2016 to play a role in the development of digital businesses by applying the scientific capabilities and industrial experiences of these two institutions. Hub seeks to create value in the country's digital economy ecosystem by facilitating access to financial facilities, basic and platform technologies, and new business ideas, with the focus of accelerating start-up businesses. This center conducts the hub for investment by examining the startups of the final stage in the investment committee and is ready to accelerate the startups. In the 6th edition of the event, this series will support educational games in the form of the mentioned cases.

Also, Magnet Studio (Education with Entertainment) as one of the Hub's gaming studios directly invests in startups active in the field of education and entertainment **up to 10 billion Rials** after going through the process of judging and evaluating. In general, Magnet helps startups to grow their idea and startups in the startup ecosystem.

6.12 Razmandegan Scientific Institute (Setup Creative House)

Razmandegan Scientific Institute has been active in the field of education and providing educational content since the 1970s, and more than 70 schools in the country are operating under its supervision at different stages. Since 2018, with the change in this institution's approach towards new education, the Dunvin application has started its work and uses entertainment-style education in the form of educational books and attractive and entertaining videos. Danvin is the country's first smart book in the field of education that has used cryptography and new technologies such as augmented reality in education. In addition to the fact that the contents of the books are defined based on the headings of school textbooks, educational videos of up to 12 thousand minutes have been produced, which can be used for students using augmented reality as an auxiliary tool, and educational games are also available to students through a password.

Another activity of this institution is the educational innovation center called Setup (**Creative House of Setup**), **which in addition to mentoring and refereeing teams in the education and learning sector, and the possibility of investing up to 20 billion Rials and acceleration up to 3 billion Rials**, along with working space and mentoring, and empowerment and connection with the school network.

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Also, the establishment **has the capacity to interact with more than 500 schools and kindergartens in the country** as an arm of innovation. Teams that provide products that meet the needs of schools will be able to use this set-up capacity.

6.13 Institute for the Intellectual Development of Children and Young Adults

The General Directorate of Constructive Entertainment and Computer Games has hosted the Serious Games Award on behalf of the Center for Intellectual Development of Children and Young Adults since the third period of the event to identify and support works related to children and young adults. In the 6th period of the event, the cooperation of this organization with the event was expanded and it will host works related to the field of children and young adults in three sections. In the continuation of this partnership and in the fourth period of cooperation, the center will cooperate with up to **400 million Rials** in the issue of games for children and teenagers.

6.14 Institute for Cognitive Science Studies

Cognitive sciences and technologies, as one of the modern sciences and technologies of the present age, try to discover the secrets of the human mind and cognitive functions. Therefore, the establishment of the headquarters for the development of cognitive sciences and technologies in the presidential office of Science and Technology in 2013 has provided the necessary legal and organizational basis for the development of this knowledge in the country. This headquarters operates based on its goals, which are focused on research priorities, infrastructure development, education and promotion of cognitive technologies; therefore, considering the nature of serious games and their application in the fields of cognitive sciences, the cooperation of the National Computer Games Foundation with the headquarters in To strengthen and develop serious games in this area, and in the fourth edition of the serious games award, the headquarters of the development of cognitive sciences and technologies was placed as one of the sponsors in the network of partners of this event, and more than 390 million Rials in cash prizes as well as acceleration facilities were given to He awarded his chosen ones in the subjects of improving the cognitive functions of children and adults, cognitive rehabilitation in the field of cognitive disorders.

In 2021, the cognitive science staff, in addition to special cooperation in holding the hackathon as a problem designer and material supporter, supported its selected works and articles in the festival and symposium section.

The headquarters will be one of the sponsors of this event in 2023 and the method of supporting the departments will be announced later.

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6.15 Center for Innovation and Acceleration of Cognitive Sciences and Data Mining

This innovation and acceleration center was established with the support of the headquarters of the development of science and cognitive technologies of the presidential vice president for science and technology. It has started to attract creative and innovative teams and accelerates the process of ideas to products for market launch. In this center, creative companies active in the field of cognitive sciences, including in the field of cognitive games, testing and empowerment, brain signal equipment and computational social sciences, are established and operate. Financing and acceleration of technological and innovative cognitive projects and providing expert advice, interaction with accelerators and innovation centers active in the ecosystem of creative industries, and development of interaction with activists of the ecosystem of innovative and creative businesses of cognitive science are among the activities of this center. As one of the sponsors of the event, this center will support selected cognitive games in the form of innovation center services.

6.16 Automation and Digital Technologies Development Headquarters of the Science and Technology Vice Presidency

Automation and Digital Technologies Development Headquarters has been established in the Science and Technology Vice Presidency to formulate policies and prioritize the development of digital economy technologies, to develop technological businesses. It considers priorities such as the development of the digital economy ecosystem, technology-oriented and future-oriented priorities, need-based and problem-oriented priorities, and adopts a national and trans-institutional approach to enhancing activities related to developing and improving the business environment, developing start-up ecosystems, and engagement. The private and public sectors operate in the field of digital economy.

Iran Computer Games Foundation is working with the headquarters to create a platform for game developers to take advantage of this opportunity to strengthen and develop serious games. Subsequently, the Automation and Digital Technologies Development Headquarters have been in the network of partners and sponsors of SeGaP since last year, supporting serious games developed on new platforms -Augmented Reality (AR), Virtual Reality (VR), and Mixed Reality (MR)- by dedicating 150 million Rials of cash prizes to these technologies.

After this collaboration, the support of the Headquarters in the SeGaP2023 **in the field of games based on augmented reality (AR) and virtual reality (VR)**

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technologies, blockchain and artificial intelligence will be supported and the method of support will be announced later.

6.17 Jahesh Aval Game House

As a "center of game innovation, progress, and transformation", Jahesh Aval Game House has tried to take effective steps in solving the problems and dilemmas of the field of games and digital games in the form of a "specialized accelerator" as a companion and supporter since 2019. Takeaway For this reason, it has had a continuous interaction with the effective institutions of the country and the main stakeholders of this field such as producers, publishers, and media. In this period of the event, up to **100 million Rials** will be supported by the games that won the most points in the main judging of the festival.

6.18 Islamic Parliament Research Center of the IRI (IPRC)

The purpose for the establishment of the Islamic Parliament Research Center (IPRC), as specified in the relevant Act, includes:

- Preparing necessary grounds for an in-depth expert examination of enactments
- Extending academic and research support conducive to the duties and responsibilities of the Islamic Parliament of Iran
- Applying efficient research inputs in the legislative process.

As one of the sponsors of the event, the center will support the hackathon and the international serious game symposium on the topic of the use of serious games in improving the quality of legislation, empowerment and awareness.

6.19 Iran Public Libraries Institution

According to the Act of Establishment and Management of Public Libraries passed in 2003, Iran Public Libraries Institution is a non-governmental public institution that is the legal custodian of the country's public libraries. It is responsible for building, equipping, expanding, renovating, providing resources, providing library services, developing and promoting reading, managing, and supervising other public libraries throughout the country.

Today, books and reading is a concern of many people in various reader communities, and the decline in per capita of reading book in the country has become a cultural alarm and one of the issues that double the need for decisions and policies in this area. Introducing books and libraries and their related rules using interesting and digital tools are among the basic measures to encourage and promote the culture of reading, which will be accompanied by an increase in people's desire to read. In this regard, serious or purposeful games are tools that can take a key step in solving this problem by providing this context.

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For this purpose, for the first time, the Public Libraries of the country, as one of the sponsors of the Serious Games Prize event, to familiarize with books and promote the culture of reading among the youth, support the SeGaP2023.

This year, this organization will support the chosen ones as the **designer of the hackathon problem** and **the sponsor** of this section with the topic of **visiting the libraries**.

6.20 Avagames Professional Center of Investing and Publishing Iranian Games

Avagames is a specialized investment and acceleration center in the field of digital games, which has been operating since 2016. Avagames differs from other accelerators in providing services such as a shared workplace, a network of experienced foreign and local coaches who consistently provide expert advice to teams in the areas of production, market recognition, growth, company registration and entry into global markets.

Avagames has been collaborating with Serious Game Awards since the first Serious Games Prize by providing services to selected teams of the event, so that the selected teams can use these services to develop their game.

In addition to providing acceleration services, Avagames, as a commercial jury, is responsible for reviewing the economic dimensions and helping to commercialize the event games, and will also be collaborating with the event.

6.21 Rahbar Sadad Information Technology Company (Bale)

Rahbar Sadad Information Technology Company (Bale) will sponsor games that are developed based on the Bale bot in the sixth Serious Games Prize event. Bale will also support selected developers at the festival and hackathon to support top games in the plan of one million visits.

6.22 National Gamification Conference

Iran's National Gamification Conference and National Award is the most prestigious conference in the field of interdisciplinary studies of management, marketing, education, and the industry of games and gamified software. Managers and professors present at this conference will be the scientific sponsors of the 2023 Serious Game Award event. They will be in charge of managing the training offered at the School of Serious Games, as well as mentoring and judging the 2023 Serious Game Award Hackathon and gamification-related research at the 2023 Serious Game Award Symposium. Also, the selected teams of the Hackathon of the Serious Game Award event will have the opportunity to benefit from the special services of this conference to support and develop their products.

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6.23 Aparat Games

Aparat is an Iranian video-sharing service like YouTube, which began tentatively in February 2011. Aparat Games is one of the parts of Aparat, and in case of holding SegaP online, this platform will support the streaming of the event.

7 Important Dates

September 1, 2023: Deadline for individual or team registration

October 27, 2023: Deadline for submitting articles and works registration

September 20, 21 and 22, 2023: Serious Games Hackathon 2023

December 21, 2023: International Serious Games Symposium 2023

December 22, 2023: The final of the festival and the closing of the Serious Games Prize 2023

8 Registration Terms and Conditions

All festival or hackathon participants must introduce a natural person as the team representative on the registration form. Obviously, all communication with the development team will be done through that person; therefore, it is necessary that the representative is always available and accountable from the time the form is sent until the end of the event.

1. If the submitted game is a demo version, after developing it to the finals stage, it would be possible to submit it in one of the next rounds of the festivals. But finalized games can be submitted once in a Serious Games Prize.

- Note: The games that have already been submitted for the prize can also enter the Best Upgrade section.

2. There is no limit to the number of serious games submitted to the festival, but each festival registration form is reserved for only one game.

3. Serious games submitted must not be a copy or localized version of other games and must be developed solely by the owners of the work.

4. The game submitted to the festival must be quick and easy to install, and in case any special steps are required for it to run, these prerequisites should be

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sent along with the game as an installation guide. If the jury is unable to play the game for any reason, the game will be eliminated from the competition.

5. The serious game development team with a submitted game must be committed to sending all the required files and documents to the SeGaP Secretariat. However, we use these documents solely for judging and emphasizing protecting the intellectual property rights of the works.

6. The participants at the hackathon are responsible for providing equipment (such as laptops, motion sensors, headsets, etc.) to develop the games.

7. At the Serious Games Hackathon, each person can only be a member of one team in a province.

8. Individuals or teams participating in the Serious Games Hackathon are responsible for their accommodation overnight.

9. Regarding the symposium section, all papers must have research originality. In case of any plagiarism, the authors will be banned from submitting any articles.

10. If any investor or client wishes to cooperate with one of the participants, the pricing expert chosen by the Secretariat of the Serious Games Prize will be in charge of determining the value of the project in question, and the parties will base their negotiations on the announced expert opinion.

11. Providing any dishonest information will result in the complete elimination of all parts of the event.

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9 How to send works, register and contact the secretariat

To participate in the festival or Hackathon, two separate forms have been designed, and according to your desire to participate in each, you can fill one or both. Regarding the submission of papers to the symposium, it is necessary to upload your papers for the secretariat through the submission system.

Use the following link to send works to the Serious Game Festival 2023:

<https://survey.porsline.ir/s/dyXxkDQ>

Use the following link to register as an individual or group in the Serious Games Hackathon 2023:

<https://survey.porsline.ir/s/ctH88nO>

To submit an article to the International Serious Games Symposium 2023, log in via the following site:

www.segap.ir

The Digital Games Research Center (DIREC) as the Secretariat of the Serious Games Prize is located at the National Computer Games Foundation, and is ready to answer questions from respected audiences on weekdays. For any further information use one of the followings:

Website: www.ircg.ir , www.direc.ir And www.segap.ir

E-mail: serious.games.prize@gmail.com

Address: First floor, No. 32, National Computer Games Foundation, Zirkazadeh Intersection, Golzar St. North Mofteh St. Tehran, Iran

Tel: +98(21) 88310222 (413)