

Announcement and Call for Contributions

In conjunction with
APMS 2019
1-5 Sept., Austin, Texas

The 22nd International Workshop
of the IFIP WG 5.7 Special Interest Group on
Experimental Interactive Learning in Industrial Management
“Gamification of Complex Systems Design Development”
September 2019, an event at APMS 2019



Aims and scope of the workshop

The IFIP WG 5.7 22nd international workshop of the SIG on Experimental Interactive Learning in Industrial Management will be organized in conjunction with the yearly APMS conference.

As it has been in previous years, the workshop is intended to be a **working workshop** that bridges research and practice. It is aimed to bring together researchers, developers and users of serious games and co-creation models in the field of business and industrial engineering and management.

Target group and expected contributions

The workshop is *multidisciplinary*. We invite researchers e.g. from the management and engineering sciences, economics, social sciences, education, psychology and

law, design science and the serious games and co-creation research communities, to send in **extended abstracts** and **demo proposals**. These should deal with aspects of both the design and the use of Serious Games (SG) and Co-Creation processes in various contexts. Descriptions of new experimental and experiential approaches, combined with the scientific evaluation of the learning results, are especially welcome.

Venue and accommodation

The Hilton Austin, Texas

<https://www.apms-conference.org/apms-2019/venue/>

Participants will have to reserve their accommodation individually. Can/should be booked as for the general APMS conference, more info at <https://www.apms-conference.org/apms-2019/venue/accommodation-2/>

Presentations proposals

These can address – but are not limited to – the following themes:

- Serious games and co-creation for **transformation of industrial eco-systems**
- Serious games for **higher education** in industrial engineering and technology management
- The use of **virtual reality and augmented reality** in experimental and experiential learning
- Serious games and co-creation related to the Internet of Things, Cyber-Physical Systems (Industrie4.0), and the Physical Internet (**II**) initiative
- Learning and development in smart manufacturing - enabling practices, technologies and work design.
- Persuasive games, e.g. games that help young people make career choices in industrial engineering and production management.

These presentations can be the basis for future papers. Selected presentations will be invited to be expanded into journal papers, and we intend to publish these in a Special Issue of the Computers in Industry journal.

Demos

Games, game prototypes, co-creation methods, etc., from the academia and industry are invited to the workshop for collaborative, facilitated experimentation sessions.

Networking and experience sharing

The workshop intends to bring together researchers, teachers as well as developers and users of SG's and co-creation frameworks. Sharing their experiences and research results, and experimenting with co-creation processes and SGs together, the participants will get ideas to further develop their theoretical frameworks and also their practical implementations.

Program

- The workshop is planned for one day. The date is the **Xth** of September 2019.

The workshop consists of a scientific part with presentations and discussions of submitted papers, and an experimental part where the participants will collaboratively experiment with demos of game prototypes, existing games, or co-creation methods.

Key dates for Abstracts and Demo Proposals

1) Submission of abstracts

- Extended abstracts (800-1200 words), for an intent for full journal paper publication, 23rd of April 2019, send these directly to the ELIM chair (n.b.szirbik@rug.nl)
- Presentations only (200 words abstracts), send these directly to the ELIM chair

2) Proposals for demos for collective gaming and co-creation exercises

- Submission of proposals May 15, 2019
 - The proposal should include a short text that describes the game or co-creation process, how it is played or executed, and its ICT requirements
 - The facilitation of the gaming or co-creation session has to be provided by the proposer

It should be possible to play the game or execute the co-creation process in 1 hour. For special situations, the time can be extended. Send the requests for these proposals directly to the ELIM chair.

Registration fee

All interested participants for the APMS can join the workshop. Workshop participants would be asked to pay the conference, see more info at

<https://www.apms-conference.org/apms-2019/registration-2/>

Organization

Program committee: Nick Szirbik (Chairman of the SIG ELIE), honorary co-chair, Riitta Smeds (professor, Aalto University, Helsinki, Finland), co-chair, Hans Wortmann (professor, University of Groningen, NL), Klaus-Dieter Thoben (professor, University of Bremen, Germany), Jannicke Baalsrud Hauge (research scientist, BIBA Bremen, Germany, KTH, Stockholm, Sweden), Rita Lavikka (senior lecturer, Aalto University, Helsinki, Finland), Stefano Perini (research scientist, Politecnico di Milano, Italy), Jos Bokhorst, Jan Riezebos, Wout van Wezel, Durk-Jouke van der Zee, Sabine Waschull (University of Groningen, NL).

Host

APMS 2019 is organised by the conference chairs stated on the website:

<https://www.apms-conference.org/apms-2019/committees/>

Correspondence for registration

<https://www.apms-conference.org/apms-2019/contact-us/>

Correspondence for workshop content

Email: n.b.szirbik@rug.nl