DIGITEL 2010
Welcome and Program Committee Report

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Third International Conference on Digital Games and Intelligent Toy-Enhanced Learning

April 12-16, 2010; Kaohsiung, Taiwan
Conference History

- First DIGITEL: 2007 (Taiwan)
- Second DIGITEL: 2008 (Edmonton, Canada)
- Third DIGITEL: 2010 (Kaohsiung, Taiwan)
  - Co-located with WMUTE
- Fourth DIGITEL: 2012 (Japan)
  - Co-located with WMUTE
Setting the theme

- Field is maturing
  - DIGITEL can support renewed interest in bringing together and extending the work of Cognitive Science, Education, AI, and Learning Technology researchers
  - Pedagogically sound, situated, and contextualized learning environments

- Advanced platforms for game and toy development
  - Challenge: how to bring them together for formal and informal learning
  - Preparation for future learning, life long learning
Co-location with WMUTE

- 6th IEEE Conference on Wireless, Mobile, and Ubiquitous technologies
  - Strengthen situated, anchored learning
  - Enhance the scope of collaborative learning
Topics

- Foundation and theory for design
- Educational Robots and Toys
- Artificial intelligence
- Virtual characters
- Virtual storytelling and game narrative
- Multiplayer and social game design
- Simulation and animation
- Augmented/Mixed Reality
- Game–based Learning/Training
- Games in Real World (Ubiquitous Learning)
- Storytelling and Narrative in Education
- VR–based Education/Training
- Non–Visual Senses (smelling, touching, hearing)
- Mobile games and its linking to online games
- Location–based games and ubiquitous technology
- Identity in gaming to learn: roles and role–playing
- Collaboration, competition and community
- Social and Cultural aspects
Submissions & Acceptance Rate

- **Total of 74 submissions**
  - Full papers: 35
  - Short papers: 23
  - Posters: 17
  - **Most submissions from Asia, others Europe, USA**

- **Acceptances**
  - Full papers: 12
  - Short papers: 14
  - Posters: 22
  - **Acceptance rate for Full papers: 34%**
  - Stronger bias towards game environments than toy-enhanced learning
Highlights of the Program

- **Three invited speakers**
  - Prof. Gwo-Dong CHEN, National Taiwan University, Taiwan
  - Prof. Mary FLANAGAN, Dartmouth College, USA
  - Prof. Catherine BEAVIS, Griffith University, Australia

- **Two Panels**
  - Cross-Exchanges between Mobile and Game-Based Learning
  - Research Policies on Technology Enhanced Learning
New: Early Researchers Track (ERT)

- Opportunities for researchers early in their career and graduate students working on their thesis research to present their work and get feedback
- Feedback from panel of senior researchers, and 1–1 mentoring
- Five submissions
- 3 presentations; 1 poster presentation
- Session: Wednesday, April 14: 14:50–16:20
Thanks, and Welcome!!

Hosts:

**NCU-NLT** (Graduate Institute of Network Learning Technology, National Central University, Taiwan)

**APSCE** (Asia-Pacific Society for Computers in Education)