



DIGITEL 2010

Welcome and Program Committee Report

Gautam Biswas
Dianne Carr
Yam San Chee
Wu-Yuin Hwang

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)