





WHY?

- Game research is a relatively new academic discipline in Flanders.
 - Many research groups have only recently acquired a focus.
 - Others are still looking for their niche.
- Collaboration and communication between the research groups is still limited.
 - Although collaborative project proposals are on the rise, this could be better.
 - How often do we criticize each other's work constructively?
- Restricted to the Flanders region.
 - There is often little exposure abroad.
- Little industry support.



MISSION STATEMENT

*To provide Flemish game researchers with an **interdisciplinary** platform for **networking, discussion and collaboration.***

BOB DE SCHUTTER



Group T e-Media lab; Centre for Media Culture and Communication Technology (Catholic University of Louvain)

Bob De Schutter is a Ph.D. candidate at the Centre for Media Culture and Communication Technology of the Catholic University of Louvain. His doctoral dissertation explores the use of digital games by an older audience in Flanders. He also teaches game design at the Group T Engineering University of Louvain, where he is involved in various research projects that approach the development of serious games from a user-centered design perspective.

- De Schutter, B. (2009) "Never Too Old to Play: The Appeal of Digital Games to an Older Audience", Accepted for *Games and Culture: A Journal of Interactive Media*, CA: Sage
- De Schutter, B. & Abeele, V. Vanden (2008). "Meaningful play in Elderly life." *Proceedings of ICA 2008, Communication for social impact. Le Centre Sheraton Hotel, Montreal, Quebec, Canada (22/26-06-2008)*
- Abeele, V. Vanden & De Schutter, B. (2008) "Designing Intergenerational Play through Physical Action. Workshop Design for social interaction through physical play", *Proceedings for Fun and Games 2008. Eindhoven, Netherlands*

STEVEN MALLIET



Media & Design Academy, University College of Limburg, and the Media, Policy and Culture research team of the University of Antwerp

Steven Malliet (Ph.D.) has published on the history of digital gaming, on the effects of video game play, and on the processes of player-game identification. He is currently associated to the University of Antwerp (as an assistant professor), and at the University College of Limburg (as a senior researcher and lecturer). His current research activities include serious gaming, digital game realism, and the immersive potential of full dome projection.

- Malliet, S. (2007) 'Adapting the principles of Ludology to the Method of Videogame Content Analysis', *Game Studies*, 7/1.
- Malliet, S. (2006) 'An Exploration of Adolescents' Perceptions of Videogame Realism', *Media, Learning and Society*, 31/4: 377-395.
- Malliet, S. & G. De Meyer, G. (2005) 'The History of the Videogame', in J. Raessens & J. Goldstein (eds.) *Handbook of Computer Game Studies*, Massachusetts: MIT University Press.



BRAM PELLENS



WISE research group of the Free University of Brussels

Bram Pellens received his Ph.D. from the Free University of Brussels in 2007. His PhD was related to conceptual modeling of behavior in Virtual Environments. His main research topics are game design patterns, behavior modeling, scripting and graphical notations.

- Pellens, B., De Troyer, O., Kleinermann, F. *CoDePA: A Conceptual Design Pattern Approach to Model Behavior in X3D Worlds*, In *Proceedings of the 13th International Symposium on 3D Web Technology*, ACM Press, pp. 91-99, Los Angeles, USA
- Pellens, B., De Troyer, O., Kleinermann F., Bille, W. *Conceptual Modeling of Behavior in a Virtual Environment*, In special issue of *International Journal of Product and Development*, Publ. Inderscience Enterprises, Vol. 4, No. 6, pp. 626-645, 2007
- Pellens, B. Kleinermann, F., De Troyer, O. *Intuitively Specifying Object Dynamics in Virtual Environments using VR-WISE*, In *Proceedings of the ACM Symposium on Virtual Reality Software and Technology*, pp. 334-337, Sheridan Printing Co., Limassol, Cyprus, 2006



KAROLIEN POELS



Media, Policy and Culture research team of the University of Antwerp

Karolien Poels (PhD, Ghent University 2007) is an Assistant Professor of Strategic Communication at the University of Antwerp (Belgium), where she specializes in consumer psychology and digital gaming research. She is a member of MIOS (Media & ICT in Organizations & Society). Her current research focuses on the experience and consumption of digital media (e.g. digital games, virtual worlds) and strategic communication in digital worlds.

- Poels, K., IJsselstein, W.A., de Kort, Y.A.W., and Van Iersel, B. (in press). *Digital Games, the Aftermath. Qualitative insights into Post Game Experiences*. In R. Bernhaupt, R. (Ed.). *Evaluating User Experiences in Games*. Berlin: Springer.
- Poels, K., de Kort, Y.A.W., and IJsselstein, W.A. (2007). "It is always a lot of fun!" *Exploring Dimensions of Digital Game Experience using Focus Group Methodology*, *Proceedings of Futureplay 2007*, Toronto, Canada, 83-89.
- de Kort, Y.A.W., IJsselstein, W.A., and Poels, K. (2007). *Digital Games as Social Presence Technology: Development of the Social Presence in Gaming Questionnaire*, *PRESENCE 2007 Proceedings*, Barcelona, Spain, 195-203.



YORICK POELS (Replacing Bieke Zaman)

Centre of User Experience Research (Catholic University of Louvain)

Yorick Poels wrote his master thesis on videogames, comparative content analysis on game elements in single player and multiplayer games. Yorick is currently associated to the Centre of User Experience Research of the K.U.Leuven. As research member of the CUO, he is involved in several research projects, mainly dealing with player experience and playability.

- Zaman, B. (2008) "Introducing contextual laddering to evaluate the likeability of games with children." *Cognition, Technology & Work* 10(2) (pp. 107-117). Springer.
- Vanden Abeele, V., Zaman, B. & Vanden Abeele, M. (2008) "The Unlikeability of a Cuddle Toy Interface: An experimental study of preschoolers' likeability and usability of a 3D game played with a cuddle toy versus a keyboard", Book Chapter in *Lecture Notes in Computer Science Volume 5294/2008* (pp. 118-131). Berlin: Springer.
- Zaman, B. & Vanden Abeele, V. (2007) "How to Measure the Likeability of Tangible Interaction with Preschoolers", *CHI Nederland* (pp. 57-59). Eindhoven, The Netherlands: Infotec Nederland BV Woerden.



WANNES RIBBENS

Centre for Media Culture and Communication Technology (Catholic University of Louvain)

Wannès Ribbens is a Ph.D. student at the Centre for Media Culture and Communication Technology (CMC) at the Catholic University of Louvain (KUL). He received a master's degree in Communication Sciences from the KUL in 2007 and has been working as a researcher for the department since September 2007. His research interests include popular culture and new media, in particular video games. He is currently conducting research on perceived realism and playing styles.

- Ribbens, W. (2008). *Perceived video game realism: an exploratory factor analysis*. In Sara Mosberg Iversen (Ed.) *Proceedings of the [Player] 2008 conference* (pp.444-452), Copenhagen, Denmark.
- Ribbens, W., & Vanden Abeele, M. (2008). *Socio-demographic and psychological determinants of Presence in a gaming experience*. In A. Spagnoli, & L. Gamberini (Eds.) *Proceedings of the 11th international workshop on Presence* (pp.163-173), Padua, Italy.
- Ribbens, W. & Malliet, S. (2009). *Perceived realism in digital games: a quantitative exploration of its structure*. Paper will be presented at the 59th conference of International Communication Association. Chicago, USA.

JAN VAN LOOY



Media & ICT (MICT) research group (Ghent University)

Jan Van Looy (Ph.D.) is currently associated to the Media & ICT group of the University of Ghent as senior researcher. His current and past research activities include the influence of social and technological influences on game development and the industry, the player experience, self-representation and self-experience in games, and the role of the player avatar. Furthermore, Jan publishes on the development of game research and the game industry in the Flanders region.

- Van Looy, Jan. "Uneasy lies the head that wears a crown: interactivity and signification in *Head Over Heels*" in *Game Studies: The International Journal for Computer Game Research* volume 3, issue 2, December 2003. <http://gamestudies.org/0302/vanlooy/>
- Van Looy, Jan. "Games and Self-Imagining, a Comparative Media Perspective" in *Eludamos. Journal for Computer Game Culture*, in press.
- De Pauw, Evelien; Stefaan Pleysier; Jan Van Looy; Ronald Soetaert (eds). *Jongeren en Gaming: over de effecten van games, nieuwe sociale netwerken en educatieve kansen*. Leuven: ACCO, 2008.



DiGRA FLANDERS

- Approved by the international DiGRA in 2009
- Activities
 - Triannual DiGRA meetings
 - Dissemination and discussion of our research (both finished and still-in-progress).
 - digra.gameonderzoek.be
 - Google group
 - Zotero group
 - LinkedIn group
- Future
 - Joint sessions with the Dutch chapter
 - Expanding to a Belgian chapter.
- DiGRA Memberships
 - Required if we want financial support from DiGRA to organise local DiGRA events



PROGRAMME (1)

- 12:30-12:45** **An introduction to DiGRA Flanders**
Bob De Schutter
(b@bobdeschutter.be)
GROUP T - Leuven Engineering College (Association K.U.Leuven)
- 12:45-13:15** **Extending the elaboration likelihood model to a game-based learning context**
Steven Malliet & Hans Martens
(steven.malliet@ua.ac.be | hans.martens@ua.ac.be)
University of Antwerp
- 13:15-13:45** **Game-based assessment: can games themselves act as assessment mechanisms? A case study.**
Nathalie Charlier
(nathalie.charlier@pharm.kuleuven.be)
Catholic University of Louvain



PROGRAMME (2)

- 14:00-14:30** **The use of videogames in the class room: Perceptions of teachers and students**
Jeroen Bourgonjon
(jeroen.bourgonjon@ugent.be)
Ghent University
- 14:30-15:00** **An approach facilitating 3D/VR system development using behavior design patterns**
Bram Pellens
(bpellens@vub.ac.be)
Free University of Brussels



PROGRAMME (3)

15:15-15:45 From high-level gratifications to low-level attributes: a laddering study of games and gender

Vero Vanden Abeele

(vero.vanden.abeele@groept.be)

GROUP T - Leuven Engineering College (Association K.U.Leuven)

15:45-16:15 Additional discussion, announcements and conclusion

Starting at 16:15 Informal drink



ANNOUNCEMENTS

- Fun & Games conference
 - Louvain, September 2010
 - Vero Vanden Abeele
- eYouth Conference
 - Antwerp, May 2010
 - Karolien Poels
- Call for collaboration concerning educative games
 - Nathalie Charlier
- Next DiGRA Meeting
 - Etmaal v/d Communicatiewetenschap
 - Ghent, February 2010
 - Looking for speakers

International conference, 27 & 28 May 2010 in Antwerp, Belgium

Research, education and sensitizing campaigns

More information on programme and call for papers/posters/demonstrations:

www.ua.ac.be/eyouth



MULTIDISCIPLINARY CONFERENCE · 27 AND 28 MAY 2010 · VENUE: UNIVERSITY OF ANTWERP · BELGIUM

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e-Youth

UCSIA and the University of Antwerp are pleased to announce the organisation of a two-day international, multidisciplinary conference on children, adolescents & ICT. We welcome a broad audience including researchers, educators, students, policy makers, NGO and industry representatives to share research results and discuss policy and educational issues regarding children's and adolescents' use of information and communication technologies.

The conference will focus on national and international research dealing with social, cultural, economic, legal, psychological and ethical issues regarding youngsters' uses of different internet applications and mobile telephony. Contributions on both the multiple opportunities offered by technologies and on the (new) risks youngsters are confronted with are welcomed. Research and initiatives concerning the educational and mediating role of parents and educators will be discussed too. The conference will also provide a forum for good practices of sensitizing or educational campaigns.

News

Call for papers:
download

Confirmed keynotes:

- Jos de Haan
- Sonia Livingstone
- Peter Smith
- Yves Pouillet
- Patti M. Valkenburg
- Seounmi Youn