

Preface

The second international Joint Conference on Serious Games (JCSG 2016) was held in Brisbane, Australia and hosted by Griffith University. JCSG 2016 brought together the 7th Serious Games Development and Applications (SGDA 2016) and 6th Serious Games (GameDays 2016) conferences, previously held in the UK, Norway, Germany, and Portugal.

The themes of Games, Play, Interactions, and Art with Purpose, brought together researchers, developers, practitioners, designers, writers, and artists of serious games from over 15 countries. As well as traditional serious games in areas including education and learning, health and well-being, accessibility, cultural heritage, and social impact, the themes also reflected the experimental focus, pushing the boundaries of possibilities to interact, play, and experience. Interactive installations and games of the Showcase and Exhibition in particular reflected the creative possibilities through Art with Purpose.

We received 41 submissions from which 16 were selected as full papers, 6 as short papers, and 5 as posters. All submissions were thoroughly peer-reviewed by the Organizing and Program Committees, and Showcase and Exhibitions' Panel of Experts consisting of 57 distinguished experts from 16 countries. We are grateful to reviewers for their timely and diligent work, for providing valuable comments and assessments and constructive feedback on all submissions, and contributing to the high quality and success of JCSG 2016.

Keynote presentations were given by Experimental Games Designer Tracy Fullerton, Director of the University of Southern California's Games Program and Chair of the Interactive Media and Games Division, and Sara de Freitas, Pro Vice Chancellor and Professor of Teaching and Learning at Murdoch University, Australia and former Director of the UK's Serious Games Institute. Invited talks were given by Ben Schouten, Director of Playful Interaction Lab, Eindhoven University of Technology (TUE) and Amsterdam University of Applied Sciences, The Netherlands, and Jon Weinbren, Head of Games Design and Development at the National Film and Television School (NFTS), UK. In addition, a workshop in creative writing for serious games was organized by award-winning playwright, games and serious games writer, Caleb Lewis.

Sponsors were Griffith University's Griffith Centre for Creative Arts Research (GCCAR) and Griffith Film School (GFS). Partners included IFIP Technical Committee on Entertainment Computing's (TC14) Working Groups on Serious Games (TC14.8), Art and Entertainment (TC14.7), Game Accessibility (TC14.9), and the German Association for Computer Science (FG Entertainment Computing) and the German Game Developers, Association (WG Serious Games). Special thanks to our

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