



## CALL FOR PAPERS

### SPECIAL ISSUE ON

### Gamification in Engineering Education

#### Guest Editors

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The popularity of computer games led to thinking about their application in education. Games become an integral part of modern society. They are the ideal platform for presenting new content and new technology; a lot of people play computer games and accept them as a normal form of entertainment. In contrast to all existing media, games have the opportunity to interact, allowing the user to actively participate, not just passively receive information. In recent years educational gaming has been progressively perceived as a very effective tool for improving teaching-learning activities in higher education.

After initial exploitation of the games in the educational area, new term of *gamification* emerged, as the use of game thinking and game mechanics in non-game contexts to engage users in solving problems.

According to the new HORIZON 2020 call, given under ICT 2014 section, with the topic of advanced digital gaming/gamification technologies: "Digital games and gamification mechanics applied in non-leisure contexts is an important but scattered industry that can bring high pay-offs and lead to the emergence of a prospering market. Digital games can also make a real change in the life of a large number of targeted excluded groups, enhancing their better integration in society. This requires the development of new methodologies and tools to produce, apply and use digital games and gamification techniques in non-leisure contexts, as well as building scientific evidence on their benefits for governments, enterprises and individuals."

The objective this special issue is to bring actual theoretical and applied research in the field of gamification technology development in engineering education.

The suggested topics include, but not limited to:

- Gamification tools in Engineering education
- Games, Tools and Design Frameworks
- Games and Natural user interfaces in engineering education
- Gamification as a methodology for solving problems
- Virtual worlds and simulators in engineering education
- Virtual identities and security aspects
- Use of existing commercial games in engineering education

This CfP is related (but not closed) to the following events TEEM 2014 (teemconference.eu, University of Salamanca, Spain) and an International Workshop on Gamification organized during the conference.

For all potential authors who have received an invitation for an extended version of their conference paper, please bear in mind that we only can consider submissions that are significantly extended (at least 50% new material and the title of the extended version must clearly and unmistakably differ from the title of the article presented at the conference). Each paper will be blind reviewed by at least 3 reviewers. According to the covered main subjects already listed.

### **Important Deadlines**

Submission of extended abstracts:	1st December 2014
Notification of acceptance:	15th December 2014
Submission of manuscripts:	31st January 2015
Reviewers' feedback:	31st April 2015
Submission of final manuscripts:	15th June 2015

Submissions are to be sent by e-mail in MSWord format to:

**Dr. Miroslav Minović** [miroslav.minovic@mmklab.org](mailto:miroslav.minovic@mmklab.org)

Manuscripts must be written in English and limited to 12 one-sided, one-column, single-spaced pages. Manuscripts should include keywords, complete affiliation of the authors and a short biography, and the citing and listing of references should be in the IJEE style. Figures and illustrations should be suitable for non-color printing. All accepted manuscripts will be copy edited and typeset; the authors will receive the proofs before publications.

General information and guidelines are available at the IJEE Web site: <http://www.ijee.ie/>

Specific Information for authors is available at:

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