

GLOW games AND SOCIAL IMPACT MEDIA RESEARCH Lab

9:15- 9:30	GLOW21 Welcome and Opening Session
9:30 - 10:15	Keynote Presentation: Carlo Fabricatore
10:15 - 11:00	[Symposium] The Games and Social Impact Media Research Lab: Projects and Approaches. Asimina Brouzou, Conceição Costa, José Neves, Regina Lautinyecz, Sara Hasani Darabadi
11:00 - 11:20	Coffee Break/Networking Session
Session: 11:20 - 12:20	Fostering Inclusion and Representation through Gaming. Chair: José Neves
11:20 - 11:30	Ethics, Videogames & La Dolce Vita: Becoming Morally Competent through Moral Complexity. Author: Benjamin Hanussek
11:30 - 11:40	Leveling the playing field: Exploring opportunities for inclusiveness and participation through gaming. Author: Aurelia Ayisi
11:40 - 11:50	FEMcast - Feminist critiques in videogame podcasts. Authors: Rui Vieira da Cruz & Carla Cerqueira
11:50 - 12:00	The Portrayal of Women in games of the Survival Horror Genre on Playstation 2. Author: Patrick Dourado Ribeiro
12:00 - 12:10	Are serious games on the topics of migration suitable for raising awareness and empathy? Author: Sonja Gabriel
12:10 - 12:20	Q&A
12:20 - 12:30	Coffee Break/Networking Session
Session: 12:30 - 13:30	Games Development and Applications for Specific Purposes. Chair: Phil Lopes
12:30 - 12:40	A Survey on Procedural Generation of Player Objectives in Video Games. Author: Nélio Codices
12:40 - 12:50	RehbBrain: a platform with serious games for perceptual and cognitive rehabilitation. Authors: Sandrina Rodrigues , Ricardo Vigário, Carla Quintão & Claudia Quaresma.
12:50 - 13:00	Making Modern board games useful: two workshops about introducing and exploring new designs for purposes. Author: Micael Sousa
13:00 - 13:10	Developing a serious game to communicate about nanoparticles. Authors: Diogo Santos , Carla Morais & Nelson Zagalo
13:10 - 13:20	Q&A
13:20 - 14:30	Lunch Break
Session: 14:30 - 15:20	Playful approaches to Change and Transformation. Chair: Conceição Costa
14:30 - 14:40	See Me Play! An autoethnography of self-portraiture as adult play in immersive

	playscapes. Author: Katriina Heljakka
14:40 - 14:50	Transforming spatial practices through play. Author: Eszter Tóth
14:50 - 15:00	Reimagining Hamlet: Elsinore and its exploration of margins. Author: Angshuman Dutta
15:00 - 15:10	Living Colors: decolonial game design for empowerment. Authors: Eliane Bettocchi , Leticia Perani & Carlos Klimick
15:10 – 15:20	Playing with Fake News: Sate of Fake News Games. Author: Scott DeJong
15:20 - 15:30	Media and Education: Inclusive Games in Classroom. Authors: Sofia Vital Henrique, Maria Leitão, Claúdia Nunes and Catarina Garcia
15:30 - 15:40	Q&A
15:40 - 16:00	Coffee Break/Networking Session
16:00 - 16:40	Poster Session & Demo Session
	System Architecture Proposal for Distance Learning Applications. Author: Rui Varandas & Hugo Gamboa
	RoaZ: A multiplayer video game to promote ecological awareness and prevent social alienation. Author: Fausto Mourato , João Morais & Diogo Correia
	Ecopoly: A game to raise environmental awareness. Author: Fausto Mourato & Francisco Leal
	Eco Arcade – Ecological Arcade Machine. Author: Fausto Mourato & Bruno Silva & João Zeferino Silva
	User Experience: Usability and Engageability study in a serious game. Author: Afonso Lage & André Santos
	Ogre-Ler: Development of an application to promote oral language skills in children entering primary school. Author: Fábio Dias
	Demo: “Space adventure: Defend the planet!” - a research-based video game for an inclusive education in primary maths. Authors: Fernando M. Soares , Conceição Costa, José Neves and Lília Marcelino
	Demo: “Would you denounce your neighbour?” Representing 1980’s Hungarian society through walking simulator. Authors: Ágnes Karolina Bakk and Bendegúz Szarmári
16:40 - 16:50	Q&A
16:50 - 17:00	GLOW 21 Closing Session
17:00 - 18:00	[Extra Symposium] School as Playground - Alternative Pedagogies for Higher Design Education. (Portuguese)