



The Impact of Video Games on Culture and Education

>>> International Conference <<<<

17.02.2022 - Thursday		
[Lisbon time] 09:15 - 09:30	OPENING SESSION	Carlos Ceia (CETAPS / NOVA FCSH) Lina Morgado (LE@D / Univ. ABERTA) Daniel Alves (IHC / NOVA FCSH)
PANEL 1 - GAME DEVELOPMENT (chair: Paulo Nuno Vicente - ICNOVA / NOVA FCSH)		
09:30 - 10:00	Afonso Mota (Universidade de Nápoles Federico II)	<i>Proxima</i> - a hobbyist's journey creating video games
10:00 - 10:30	Rafael Marques de Albuquerque (UVale Itajaí) Dulce Márcia Cruz (UFSC)	Applying Learning Principles to Educational Game Design: a case study of Comenius Pocket
10:30 - 11:00	Luís Sampaio (SMA / IPPorto) Raquel Silva (ESSE / IPPorto) Eduardo Nunes (ISMT) Bruno Gavaia (DigiMedia / UA) Rui Rodrigues (SMA / ISMT / DigiMedia / UA)	Building Liber Domus - The development of a 3D digital role-playing educational game for 6th grade mathematics education
PANEL 2 - GAMIFICATION (chair: Lina Morgado - LE@D / UAb)		
11:00 - 11:30	Alda Pereira (LE@D / UAb) Cláudia Gomes (LE@D / UAb)	Um mapeamento de estudos de gamificação publicados em língua portuguesa
11:30 - 12:00	Julia Larré (UFRPE / PPGL / UFPE) Jorge da Silva Correia-Neto (UFRPE) Catarina Rosa e Silva de Albuquerque (UFRPE) Allana Casé (UFPE) Tiago Ribeiro (UFPE)	<i>Gamification e game-thinking: uma leitura teórica</i>





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12:30 – 14:00	Lunch
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14:00 – 15:00	KEYNOTE 2 (chair: Carlos Ceia)	Jesper Juul How it's made and what is missing: A short History of the meaning of Video Games
PANEL 3 – GAMES AND EDUCATION 1 (chair: Rogério Miguel Puga – CETAPS / NOVA FCSH)		
15:00 – 15:30	António Carlos Manuel Almeida (IPSetúbal)	História sob investigação: O estranho caso do jogo que nos leva ao coração do mundo
15:30 – 16:00	Maria Helena Trindade Lopes (CHAM / NOVA FCSH) Ronaldo Gurgel Pereira (CHAM / NOVA FCSH) Francisco Manuel Dias Nabais (NOVA FCSH)	À descoberta do Egipto Antigo - Uma breve introdução ao modo <i>Discovery Tour</i> do jogo <i>Assassin's Creed Origins</i>
16:00 – 16:30	Daniela Karine Ramos (UFSC)	Games e desenvolvimento de competências emocionais na infância
PANEL 4 – GAMES AND EDUCATION 2 (chair: Teresa Pereira – CETAPS / NOVA FCSH)		
16:30 – 17:00	Iolanda Bernardino (UAb / UTAD)	Jogos Sérios na Terceira Idade: Aprendizagem de comportamentos seguros e boas práticas na Web
17:00 – 17:30	João Mattar (PUC-SP / Unisa)	Digital games in distance education: a scoping literature review
17:30 – 18:00	José Miguel Domingues (UAb / UTAD)	Curva de dificuldade e curva de aprendizagem nos videojogos





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18.02.2022 - Friday		
09:00 - 10:00	KEYNOTE 3 (chair: Maria Zulmira Castanheira - CETAPS / NOVA FCSH)	Nelson Zagalo (título a anunciar)
PANEL 5 - HORROR, GOTHIC, MYSTERY (chair: Jaqueline Pierazzo - CETAPS / FLUP)		
10:00 - 10:30	José Candeias (NOVA FCSH) Alice Sanches (NOVA FCSH)	Mundos Ficcionalis Abertos e Narrativas Não-Lineares Emergentes: Padrões narrativos de exploração e terror no <i>DayZ</i> e <i>S.T.A.L.K.E.R.</i>
10:30 - 11:00	Tânia Cerqueira (CETAPS / FLUP)	"Are you the Sh-shadwoman?": The Gothic Tradition in <i>Lost in Random</i>
11:00 - 11:30	Rui Lemos (NOVA FCSH)	"Escaping isn't always something bad": exploring the ludonarrative relationship between Campo Santo's <i>Firewatch</i> and Philip Connors' <i>Fire Season</i>
PANEL 6 - MULTIMEDIA AND TRANSDISCIPLINARITY 1 (chair: Iolanda Ramos - CETAPS / NOVA FCSH)		
11:30 - 12:00	Maciej Buczowski (Adam Mickiewicz University)	Language complexity in video games and literature: A corpus analysis comparative study
12:00 - 12:30	Tiago Clariano (ULis)	"May your heart be your guiding key": the Aesthetic Education of <i>Kingdom Hearts</i>
12:00 - 13:00	Gonçalo Dias (CETAPS / FLUP)	'You'd just come after her': <i>The Last of Us</i> as Re-Imagining American Mythology
13:00 - 14:00	Lunch	





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PANEL 6 – MULTIMEDIA AND TRANSDISCIPLINARITY 2 (chair: Jéssica Bispo - CETAPS / NOVA FCSH)		
14:00 – 14:30	Andreia Navacerrada (Univ. Complutense Madrid)	Materialidades, agencias y usos de la imagen en su condición digital y videolúdica
14:30 – 15:00	Rui Mateus (CETAPS / NOVA FCSH)	From Film to Videogame: A Journey through Middle-earth in <i>The Third Age</i>
15:00 – 15:30	Joana Freitas (CESEM / NOVA FCSH)	“Science isn't about WHY. It's about WHY NOT”: on science and gender in the musical narrative of <i>Portal</i>
15:30 – 16:00	Miguel Abrantes (CECH / UC)	World Mythology in <i>Final Fantasy</i>
16:00 – 17:00	WORKSHOP Daniela Karine Ramos (UFSC) Bruna Santana Anastácio (UFSC)	Uso de games na escola para aprimorar as funções executivas
17:00 – 17:15	CLOSING REMARKS	Jaqueline Pierazzo (CETAPS / FLUP) Jéssica Bispo (CETAPS / NOVA FCSH) Teresa Pereira (CETAPS / NOVA FCSH)

