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Games and Learning Alliance

9th International Conference, GALA 2020 Laval, France, December 9–10, 2020 Proceedings

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Preface

The 9th Conference on Games and Learning Alliance (GALA 2020) was organized by the Serious Games Society (SGS) and Le Mans University, France, and more specifically the researchers in the extension of this university in the city of Laval, France. Due to the COVID-19 crisis, the conference was exceptionally held online, in the Laval Virtual World.

The GALA series of conferences provide an excellent opportunity to foster the discussion of relevant topics in the growing field of serious games. The conference is a venue for academic researchers, industrial developers, teachers, and corporate decision-makers to meet and exchange experiences and knowledge in this multidisciplinary and challenging area.

In 2020, the GALA conference received 77 submissions. A total of 273 authors from 24 countries contributed their work to GALA 2020. The majority of authors are based in Europe (70%), including 17% of French authors, but North America and Canada (18%) were also quite well represented in the submissions for this online edition. On average, papers received 2.7 reviews from Program Committee members: 35 of these papers were selected for presentation at the conference (hence a 45% acceptance rate) and 10 papers for presentation at a poster session of the conference. These poster articles are included in these proceedings as short papers.

It was an honor to have Pr. Anna Cox from the UCL Interaction Centre (UCLIC) at the University College London, UK, and Anne-Gwenn Bosser from the Centre Européen de Réalité Virtuelle (CERV) at ENIB in France, as keynote speakers.

The conference featured seven sessions of paper presentations, and topics ranged from serious game design practices, gamification theories and applications, studies on engagement, learning, and usability of serious games, as well as virtual and mixed reality, storytelling, creativity, and awareness.

Instead of the traditional social event, the conference featured a treasure hunt game in the virtual world. The enigmas were related to women in computer science and to the history of the GALA conference itself.

Importantly for this year, the conference was accompanied by a serious game competition with a special focus on innovative human-computer interactions for learning. We received 30 submissions. With the help of a panel of experts, one serious game was awarded in each of the following categories: business, academic, and student.

As is the case every year, one of the highlights of the conference was the exhibition session. This year, it was hosted in the virtual exhibition hall of the Laval Virtual World. The exhibition featured 25 games developed by institutions and students as well as a selection of virtual and mixed reality tools developed by local industries.

As in previous years, selected best papers of the GALA conference will be published in a dedicated special issue of the *International Journal of Serious Games*, the scientific journal managed by the SGS, which is a great reference point for academics

and practitioners to publish original research work on serious games, and be informed about the latest developments in the field. We thank the authors for submitting many interesting, field-advancing papers, the Program Committee for reviewing these papers, and the SGS and Le Mans University for organizing the conference.

October 2020

Iza Marfisi-Schottman
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