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Heinrich Söbke · Pia Spangenberg ·
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Serious Games

Joint International Conference, JCSG 2022
Weimar, Germany, September 22–23, 2022
Proceedings

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Preface

The Joint Conference on Serious Games 2022 (JCSG 2022) was held at Bauhaus-Universität Weimar, Weimar, Germany, during September 22–23, 2022. The JCSG conference series has been established as a vivid opportunity for discourse on innovative topics in the emerging and developing field of serious games. Thus, new media, such as virtual reality and augmented reality, are included as well as emerging application domains, such as educational games and health games. The conference is a gathering place for individuals and decision makers from academic research, industry, education, and administration. With this diversity of participants, the conference has the capacity to stimulate an interdisciplinary and challenging field of research.

All submissions were carefully reviewed in a double-blind review process by at least three members of the international Program Committee. Based on the reviews, the Program Committee selected 19 of the submissions for presentation at the conference. The authors of the papers are affiliated to institutions from 12 countries, covering all habited continents across the world.

A full-day workshop on Instructional Design for Location-based Augmented Reality (IDLARL) was held as a conference pre-event on September 21, 2022. This workshop also helped to attract a number of distinguished experts for invited talks. We were honored to welcome Kathrin Gerling from KU Leuven, Belgium, Alexander Kulik from Consensive GmbH, Germany, Anton Nijholt from the University of Twente, The Netherlands, Samuli Laato from Tampere University, Finland, Helmut Niegemann from Saarland University, Germany, Johanna Pirker from TU Graz, Austria, and Jan L. Plass from New York University, USA, to Weimar and enjoyed their inspiring insights.

A total of six presentation sessions were held, each thematically framed by an invited talk, namely, Learning Psychology, Design Aspects, Game Design, Health Games, Games Application, and Mixed Reality.

We cordially thank the authors for submitting their interesting papers, the Program Committee members for their constructive and thoughtful reviews of the papers, and the fellow members of the steering committee. Without the long-term commitment of all the above, this conference would not have taken place and the JCSG conference series would not exist. May JCSG 2022 give rise to fruitful discussions whose innovative products will enrich one of the forthcoming JCSG editions.

September 2022

Heinrich Söbke
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