

CONTENTS

Preface	IX
Scientific Programme	1
Author Listing	87

GAME DESIGN

Co-Creating Gamified Service Design - Case Gamified Airport Security Workshop Pirita Ihamäki and Katriina Heljakka	5
Designing a Mobile Game to Generate Player Data Lessons Learned William Wallis, William Kavanagh, Alice Miller and Tim Storer	13
Towards the Creation of a Conceptual Framework in the Context of GAMERS4NATURE Toolkit to Game Design Pedro Beça, Mónica Aresta, Rita Santos, Ana Isabel Veloso	16

AI IN GAME DESIGN

How to make a Horror Game Scary: A Case Study Yuan Tu and Maxim Mozgovoy.....	23
Evaluating Clustering Methods Underpinning Content Generation in Games using GANs Gabriel Lacey and Ruth E Falconer	26

GAME MECHANICS

Multi-Modal Study of the Effect of Information Complexity in a Crisis Management Game Paris Mavromoustakos Blom, Sander Bakkes and Pieter Spronck.....	33
From Learning Mechanics to Tabletop Mechanics: Modding <i>Steam</i> Board Game to be a Serious Game Micael Sousa and Joana Dias.....	41

GAME – PLAYER INTERACTION

Exploring Peak-end Effects in Player Affect through Hearthstone Agner Piton, Paris Mavromoustakos Blom and Pieter Spronck	51
---	-----------

CONTENTS

Player Modeling for Role Playing Games Henrique Fernandes and Pedro A. Santos	57
---	-----------

REAL WORLD GAMIFICATION

Gamified Doll-Dramas: Provocations, Playbor and Participatory Play Practices in the Age of iTV Katriina Heljakka and Pauliina Tuomi	67
Gamified App to promote Senior Cyclo-Tourism: A Pilot Study Cláudia Pedro Ortet, Ana Isabel Veloso and Liliana Vale Costa.....	71
Effects of Daily Routine on Students' SDT Needs Satisfaction: A Pilot Study towards developing a Digital Gamified System Sanaul Haque, Daire O'Broin and Joseph Kehoe	79