

INTELLIGENCE IN GAMES

Serious Games Conference 2017

13 - 14 November

Lifelong Learning Institute, Singapore



Programme

ACKNOWLEDGEMENT

Content

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WELCOME MESSAGE

Welcome to the 5th edition of the Serious Games Conference!

I am heartened to personally witness the growth of this conference, from a mere 80-delegate gathering in 2012 to over 300 this year!

In the past five years, we have seen increasing adoption of serious games in Singapore and around the region. Games are not just being used as interactive tools to excite, engage and enhance learning journeys, but also to modify behaviour, cultivate good habits and even calm the mind! And I am confident that the emergence of artificial intelligence will only mean more exciting developments in the pipeline.

The conference programme has been painstakingly designed to keep you engaged. In addition to the usual lecture/presentations, we have also worked in interactive sessions of game play, exhibition and

showcase. There will also be time for you to explore, connect and have fun while learning.

The conference would not have been possible without the support from the LearnSG Seed Fund. I would also like to record our sincere thanks to the Lifelong Learning Institute for providing a conducive venue, and the supporting organizations for endorsing and promoting the conference.

I am also grateful to the speakers, for taking time off their busy schedules to share their experiences with us. Many thanks to the Serious Games Association (Singapore) Executive Committee members for their advice and help in putting together the programme.

Have an awesome conference ahead!

Ivan Boo

President

Serious Games Association (Singapore)

PROGRAMME | 13 NOV

09:00 **Welcome** (Lecture Theatre)

09:10 **Opening Address** (Lecture Theatre)

09:30 **Plenary 1-1** (Lecture Theatre)
AI & You
LAURENCE LIEW
AI.SG

10:15 Tea Break

Parallel Sessions

10:45 LD-1 (Lecture Theatre)
Understanding Supply Chain and Logistics Management Concepts through Interactive Serious Games
ROBERT DE SOUZA
TLIAP, National University of Singapore

FMA-1 (Training Room 2-1 & 2-2)
Game-based Approaches to Learning, Measurement & Assessment in the Classroom
ROBERTO DE ROOCK
National Institute of Education

11:15 LD-2 (Lecture Theatre)
Play, Think, Lead: Activities for Reflective Leaders?
TAN KEN JIN
Civil Service College

FMA-2 (Training Room 2-1 & 2-2)
Neonatal Resuscitation Assessment Game
IMELDA ERENO
Singapore General Hospital

11:45 LD-3 (Lecture Theatre)
Games for Civic Education
VEERAPPAN SWAMINATHAN
Sustainable Living Lab

FMA-3 (Training Room 2-1 & 2-2)
Learning is Cake – Literally
TAN WEE SHEN
Three Learning

12:15 Lunch & Exhibition

PROGRAMME | 13 NOV

1300 **Game Play Session 1A (Event Hall 2-1 & 2-2)**

Disaster Relief Game

*Presented by the Logistics Institute-Asia Pacific,
National University of Singapore*

Game Play Session 1B (Event Hall 2-1 & 2-2)

Sovereign City Card Game

Presented by Catholic High School

Parallel Sessions

14:00 LD-4 (Lecture Theatre)
Collective, Collaborative and Customised Learning Experiences and Insights with Mobile Gamification Learning Platform
ANM PEK
Gamification Solutions

FMA-4 (Training Room 2-1 & 2-2)
Gamification : What about Assessment?
KOH NOI KENG
National Institute of Education, NTU

14:30 LD-5 (Lecture Theatre)
Serious Games for Values Inculcation and Developing Critical Thinking in the Singapore Armed Forces Officer Cadet Course
SHAHROMEY BIN BAKRI
Singapore Armed Forces Centre for Leadership Development

FMA-5 (Training Room 2-1 & 2-2)
Code Blue – Realism in Training
SITI ZAINAH BINTE MOHAMED RIAN
Ng Teng Fong Hospital

15:00 Tea Break

15:30 **Plenary 1-2 (Lecture Theatre)**
Ethics for AI – A Neuroscientist Perspective
NG KIAN BEE
Nanyang Polytechnic

16:15 **Plenary 1-3 (Lecture Theatre)**
Video Conference with Expert Potential and Challenges of Serious Games Analytics
DIRK IFENTHALER
University of Mannheim

17:00 End of Day 1



PROGRAMME | 14 NOV

09:00 **Special Session** (Lecture Theatre)

Futures Poker Game Development

VICTOR ALEXIEV
Innovator.sg

Parallel Sessions

09:30 ID-1 (Lecture Theatre)
Deep Learning for Serious Game Design
SIMON LUI
Singapore University of Technology & Design Game Lab

GDD-1 (Training Room 2-1 & 2-2)
Designing the Menu for Games made for the Elderly
OB-ORM MUANGMOON
Knowledge & Innovation Research Laboratory, Thailand

10:00 ID-2 (Lecture Theatre)
Developing Serious Games – Considerations and Consequences
VIVIENNE KOH
Cafiend

GDD-2 (Training Room 2-1 & 2-2)
Rescue Humanity from the Clutches of an Insidious Virus in this Heart-Stopping Game!
DANA ELLIOT
Health Visuals

10:30 Tea Break

11:00 **Plenary 2-1** (Lecture Theatre)

Immersive Learning Methodology

MOHSIN MEMON

Memcorp Immersive Learning Solutions

11:45 Lunch & Exhibition
Special Showcase by Catholic High School

12:30 **Game Play Session 2A (Event Hall 2-1 & 2-2)**

Futures Poker Game

Presented by Innovator.sg

13:00 **Game Play Session 2B (Event Hall 2-1 & 2-2)**

The Southern Islands Board Game

Presented by Kodrah Kristang

Parallel Sessions

14:00 ID-3 (Lecture Theatre)
Mixed Reality: What is it and how could it help?
MARC HARDY
Vidsocial

GDD-3 (Training Room 2-1 & 2-2)
Empathy Empowering Innovation
MANO KARAN
Enabled

PROGRAMME | 14 NOV

SINGAPORE GAMES ASSOCIATION (SINGAPORE)



bridging communities : harnessing technology : enriching lives

WHO?

A community of healthcare practitioners (clinicians and nurses), educators (primary, secondary & tertiary), corporate human resource managers, marketers, game developers, apps developers, game publishers, technologists, technology infrastructure providers, data analysts, data scientists, consultants, academia and anyone who has an interest in using games to enrich their lives.

OBJECTIVE

To bring together the subject experts community (healthcare practitioners, educators, corporate trainers) with the technology community (game developers, apps developers, 3D graphic artists, data scientists, academia) to create solutions that will enrich lives

INTERESTED TO JOIN?

Membership is free. Sign up at:
<https://form.jotform.me/seriousgames/signup>

- 14:30 ID-4 (Lecture Theatre)
Sensor Fusion Platform for Multi-Modal Human Machine Interface Application
ALBERT LU
Interlink Electronics
- GDD-4 (Training Room 2-1 & 2-2)
Serious Games Implementation in Indonesia
SHIENY APRILIA
Agate
- 15:00 Tea Break
- 15:30 **Plenary Session 2-2 (Lecture Theatre)**
Key Considerations for Designing a Serious Game
TAN HONG YAP
Temasek Polytechnic
JONATHAN PILLAI
Serious Games Association (Singapore)
- 16:15 **Town Hall Session (Lecture Theatre)**
- 17:00 End of Conference





Your MISSION at SGC 2017


>> Win the limited edition SGA Foldable VR Glasses!

HOW?

Simply be the first **30 participants** each day to complete these challenges!

Present your achievements to the staff at the registration counter to claim your VR glasses.

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CONNECT

Connect with any of the speakers
& take a selfie with him/her.

2

3



CAPTURE

Say cheese!
Visit the photo booth
(between 12 - 2 pm) & bring home
a memory of your
adventures here.

3

A




POST

Post your thoughts on learning &
tag @seriousgamesconf2017

Don't forget to
hashtag #lifelonglearning

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4



SPY

I spy with my little eye ... find 3
of this icon at the Event Hall &
capture them on your phone.

Hint: They are hidden
amongst the exhibits.

4

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TELL

Let us know how we did and how
we can improve.

Submit your feedback online at:
<https://tinyurl.com/yd2auflk>

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