# 1st International Workshop on Games for Software Engineering Education and Training (SE-Games)

# Schedule

1) Paper Session 1 (14:00-15:30)

2) Break-Out Session and Discussion (15:30-17:00)

3) Break (17:00-18:00)

4) Paper Session 2 (18:00-20:00)

1) ***Gamification to Aid the Learning of Test Coverage Concepts***
   (*Eman Sherif*, Andy Liu, Brian Nguyen, Sorin Lerner and William Griswold),
   *Discussant: Alexander Schneider*

2) ***Gamified Internet of Things Testing within a Virtual Learning Environment - towards the Interactive Simulation Game "IoTCityLab"*** (*Thomas Auer* and Michael Felderer),
   *Discussant: Barış Ardıç*

3) ***InspectorX 2.0: Developing a Multi-Device Game for Software Inspection Education*** (*Leonardo Andrade*, Eric Grynberg, Marcelo Schots and Vera Maria Benjamim Werneck),
   *Discussant: Eman Sherif*

# Break-Out Session and Discussion: Challenges for Practice and Research

**Group discussions** (of about 30 minutes) on relevant topics, such as:

- Acquisition and assessment of competencies via SE games
- 3D/VR games
- Games for SE activities (such as testing, modeling, RE)
- …

Then short presentation of **group findings** and **plenary discussion**

# Paper Session 2

1) ***Programming is Fun! A Survey of the STEAM Digital Distribution Platform*** (_Joan Arnedo-Moreno_ and David García-Solorzano),
   _Discussant: Leonardo Andrade and Marcelo Schots_

2) ***Towards an Empirically Based Gamification Pattern Language Using Machine Learning Techniques*** (Thomas Voit, _Alexander Schneider_ and Mathias Kriegbaum),
   _Discussant: Thomas Auer_

3) ***ToolStackers: A Boardgame for SE Education*** (_Barış Ardıç_ and Eray Tüzün),
   _Discussant: Joan Arnedo-Moreno_