

## Program Overview

**Location: Iowa State University Campus**

<b>Sunday, May 3</b>	
<b>Time</b>	<b>Location: Student Innovation Center</b>
12:30 – 5:30	Registration
12:30	Opening of the Student Forum
12:35 - 1:15	<b>What does it mean to be a Game Designer? Reflections by Jarory de Jesus</b>
<b>1:15 - 3:15</b>	<b>Session#0: Presentations</b>
3:15 - 3:45	Game Design Major Club gathering and pizza for all
3:45 - 5:30	Workshop: The Emotions Geogame + Panell discussion with Jarory de Jesus
5:30 - 7:30	Game Night GAME2020 testing game prototypes and presentations

<b>Monday, May 4</b>	
<b>Time</b>	<b>Location: Memorial Union, Room # 2630</b>
8:30 – 5:30	Registration
9:00 - 9:30	Conference opening
9:30 - 10:50	<b>Session #1: Geogames, Participatory Planning and Emotions</b>
10:50 - 11:15	Coffee, tea and snacks
11:15 - 12:30	<b>Keynote Prof. Dr. Ola Ahlqvist: Two decades of GeoGames and GeoPlay</b>
12:30 - 1:30	Lunch break
1:30 – 3 pm	<b>Session #2: Geogames for Playful Learning and Teaching</b>
3:00 - 3:30	Coffee, tea and snacks   <b>Group picture</b>
	<b>Location: College of Design, Room # 116</b>
3:45 - 5:45	<b>Session #3: Game demonstrations parallel sessions</b>
7:00 pm	Social event: getting to know each other and playing games Location: t.b.c. Sam’s Place   Address: 125 Main St, Ames, IA 50010

<b>Tuesday, May 5</b>	
<b>Time</b>	<b>Location: Memorial Union, Room # 2630</b>
9 am – 5 pm	Registration
9:30 - 10:50	<b>Session #4: Engaging children, storytelling and simulation</b>
10:50 - 11:15	Coffee, tea and snacks
11:15 - 12:30	<b>Keynote 2: Jarory de Jesus: Holistic Stories - How anthropology made me a better game developer</b>
12:30 - 1:30	Lunch break   move to a new location (walking distance)
	<b>Location: College of Design, Rooms #411 or #116</b>
1:50 - 3:50	<b>Session #5: Workshops</b> walk back to the Memorial Union
3:50 – 4:10	<b>Location: Memorial Union, room # 2630</b>
4:10 – 4:40	Coffee, tea and snacks
4:40 - 5:55	<b>Session #6: Geogames for Disaster Risk Reduction, Crisis and Walkability</b>
7 pm	La Tosca, social gathering   Address: 303 Welch Ave, Ames, IA 50014

<b>Wednesday, May 6</b>	
<b>Time</b>	<b>Location: Memorial Union, Campanile room</b>
9 – 12/noon	Registration
<b>9:30 - 10:50</b>	<b>Session #7: Community Co-Design &amp; Social Engagement with Geogames</b>
10:50 - 11:15	Coffee, tea and snacks
<b>11:15 - 12:30</b>	<b>Keynote 3 by Prof. Dr. Douglas A. Gentile: Can people really be “addicted” to video games? The state of the science</b>
12:30 - 1:30	Lunch break
<b>1:40 - 3:00</b>	<b>Session #8: Geogames Technologies, Platforms and Social Innovation</b>
3:00 - 3:30	Coffee, tea and snacks
<b>3:30 – 4:15</b>	<b>Conference Closing</b>
7 pm	Sam’s Place   Latin dance bachata, salsa, merengue Free lesson + social dancing   Address: 125 Main St, Ames, IA 50010

## Full Program

### Day One – Sunday | 3 May, 2026

O = Online presentation; P = In-person presentation.

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#### Location: Student Innovation Center

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#### Student Forum

Chairs: Alenka Poplin, Ítalo de Sena

12:30 – 5:30	Registration		
12:30	Opening of the Student Forum		P
12:35 - 1:15	<b>How is it to be a Game Designer? Reflections by Jarory de Jesus</b>		P
1:15 - 1:35	Aidan Flagel	CyClash: A Campus Exploration Geogame for Freshman Orientation	P
1:35 - 1:55	Gabriel Vald, Yusuf Sermet, Uditha Mudiyansele, Ali Rahmani, Ramteja Sajja and Ibrahim Demir	Virtual Reality Frameworks for Collaborative Environmental Simulation and Workforce Training	P
1:55 - 2:15	Samuel Coventon, Hope Austin, Maddy Rupp and Dawson Glawe	Student Project: Muckraker	P
2:15 – 2:35	Gabriel Vald, Yusuf Sermet, Bekir Demiray, Eveline Gonzalez, Eslim Emiroglu and Ibrahim Demir	Immersive Serious Games for Environmental Education and Disaster Preparedness	P
2:35 - 2:55	Claire Anderson, Valeria Caiati and Soora Rasouli	A Theoretical Framework for a Behavioural Simulation Game on Multimodal Decision Making in MaaS	O
2:55 - 3:15	Michael Kasno, Malcom Wei, Jasper Hanson and Sarah Jefferson	Ancient Civilizations	P
3:15 - 3:45	<b>Game Design Major Club gathering and pizza for all</b>		
3:45 – 4:45	Panel discussion   Students and Game Design Major with Jarory de Jesus		
3:45 - 5:30	Alenka Poplin, Niall Sharma, Chiara Garau, Kumar Siddharth, Arti Fitch, and Elizabeth Kendell	The Emotions Geogame: Testing the Prototype and Exploring Emotions and Places in Ames, Iowa (Workshop)	P
5:30 - 7:30	<b>Game Night GAME2020 testing game prototypes</b>		P

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## Day Two – Monday | 4 May, 2026

O = Online presentation; P = In-person presentation.

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### Location: Memorial Union, Room 2630

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8:30 – 5:30 Registration

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**9 am - 9:30 am Conference opening**

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#### Session #1:

#### Geogames, Participatory Planning and Emotions

**Chair: Aaron Yang**

9:30 - 9:50	Todor Stojanovski	Pins, Pendulums and Pearls (3P) – A Board Game for Public Transport (PuT) and Transit-Oriented Development (TOD)	P
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9:50 - 10:10	Ítalo Sousa de Sena and Chiara Cocco	Hybrid geogaming as a process for engaging children in designing public spaces	P
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10:10 - 10:30	Xu Liu	Co-creating a Geogame for Climate Adaptation and Engagement	P
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10:30 - 10:50	Niall Sharma, Alenka Poplin, Chiara Garau and Kumar Siddharth	The Emotions Geogame: Mobile Location-Based Game for Mapping Emotions and Places	P
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10:50 - 11:15 Coffee, tea and snacks

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**11:15 -12:30 Keynote by Prof. Dr. Ola Ahlqvist: Two decades of GeoGames and GeoPlay** P

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12:30 - 1:30 Lunch

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#### Session #2:

#### Geogames for Playful Learning and Teaching

**Chair: Todor Stojanovski**

1:40 – 2:00	Ariane Magda Borges, Raul Isaias Campos and Vitor de Almeida Silva	Learning Through Play: the Development of a 1:1 Scale Board Game in an Outdoor Space at a Rural School	P
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2:20 - 2:40	Trishala Jain and Aaron Yang	Quiz-based Learning in Serious Games for Cybersecurity Education: A Preliminary Review	P
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2:40 – 3:00	Shankar Tiwari, Deepak Marahatta and Jiwnath Ghimire	Translating Geogames into Local Contexts: Energy and Biodiversity Board Games to Strengthen Environmental Awareness in Community Homestays, Nepal	P
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3:00 - 3:30 Coffee, tea and snacks & **Group picture**

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.....walk to the College of Design

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**Location: College of Design, Rooms 116**

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**Session #3:**

**Game Demonstrations**

**Chair: Alenka Poplin, Italo de Sena**

3:30 - 5:30	Ariane Magda Borges, Raul Isaias Campos and Vitor de Almeida Silva	Meliponários: Pollinating Knowledge	P
3:30 - 5:30	Deepak Marahatta and Jiwnath Ghimire	Promoting Disaster Risk Reduction Knowledge and Skills through Analogue Games	P
3:30 - 5:30	Ana Bull, Ryan Schlesinger and Zhenhua Yang	Save The Cybaverse	P
3:30 - 5:30	Christopher Craig	Economic Development Card Game	P
3:30 - 5:30	Alenka Poplin, Niall Sharma, Chiara Garau, Kumar Siddharth, Arti Fitch, and Elizabeth Kendell	The Emotions Geogame: Testing the Prototype and Exploring Emotions and Places in Ames, Iowa	P
<b>7:00</b>	<b>Social event: getting to know each other and playing games</b> Location: t.b.c. Sam's Place   Address: 125 Main St, Ames, IA 50010		P

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## Day Three – Tuesday | 5 May, 2026

O = Online presentation; P = In-person presentation.

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### Location: Memorial Union, Room 2630

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9:00 am – 5 pm Registration

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#### Session #4: Engaging children, storytelling and simulation

**Chair: Ítalo de Sena**

9:30 - 9:50	Arghavan Akbarieh and Qi Han	Serious Games as Outreach Activities: A Case Study of a Children’s Educational Escape Room on the Circular Built Environment	O
9:50 - 10:10	Eszter Tóth and Anna Szilágyi-Nagy	Geogames for Reconnecting Children with Nature in Urban Environments	O
10:10 - 10:30	Kseniia Harshina	Tell Your Story Through Games (TYS): Preliminary Guidelines for Mixed-Migrant Participatory Game Jams	O
10:30 - 10:50	Matthew Fisher	The Multiplayer Trap Game: A Web-based Strategy Simulation of the Sustainability Paradox	O
10:50 - 11:15	Coffee, tea and snacks		
11:15 - 12:30	<b>Keynote by Mr Jarory de Jesus: Holistic Stories - How anthropology made me a better game developer</b>		P
12:30 - 1:30	Lunch		

...walk to the College of Design

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### Location: College of Design, Rooms #411 or #116

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#### Session #5: Workshops

**Chairs: Alenka Poplin, Ítalo de Sena**

1:50 - 3:50	Joshua Peery, Celen Pasalar and Yanhua Lu	Geogames for Community Engagement: Learning and Experimentation for Climate-Responsive Planning and Community Health	P #411
1:50 - 3:50	Deepak Marahatta and Jiwnath Ghimire	Developing Geogames for Disaster Preparedness in Iowa, US	P #116
1:50 - 3:50	Maroun Tabbal, March Cohort and John Barimo	Mapping the Critical Zone: A Living Lab Workshop for Collaborative Geovisualisation	O
1:50 - 3:50	Moira Zellner	Fora.ai: Reshaping collaboration for climate and social impact	O

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...walk to the  
Memorial Union

4:10 – 4:40      Coffee, tea and snacks | Location: Memorial Union, room # 2630

**Session #6:  
Geogames for Disaster Risk Reduction, Crisis and Walkability**

**Chair: Ariane Magda Borges**

4:40 - 5:00	Cameron MacKenzie, Alex R. Renner, Eliot H. Winer, Abram D. Anders, Michael C. Dorneic, Sri Sritharan, Brett McIntyre	A Multiplayer Computer Game to Train Emergency Management Professionals	P
5:00 - 5:20	Deepak Marahatta, Jiwnath Ghimire and Alenka Poplin	From Play to Preparedness: Behavioural Change and Community Resilience Triggered by Geography-Based Serious Games in Kathmandu Valley Schools	P
5:20 - 5:40	Hakan Ilikoba and Nesip Omer Erem	A Game Based Participatory Approach to Walkability	p
7 pm	La Tosca, social gathering	Address: 303 Welch Ave, Ames, IA 50014	

## Day Four – Wednesday | 6 May, 2026

O = Online presentation; P = In-person presentation.

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### Location: Memorial Union, Campanile room

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9 – 12/noon      Registration

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#### Session #7: Community Co-Design & Social Engagement with Geogames

**Chair: Yanhua Lu**

9:30 - 9:50	Micael Sousa	Spatializing Participatory Budgeting: Testing Municipal Facilitators in a Housing Policy Game	O
9:50 - 10:10	Ana de Boon, Dajuan Yang and Arghavan Akbarieh	From Prompts to Progress: Interactive Learning on Energy Transitions through an LLM Prompt-Based Game	O
10:10 - 10:30	Arghavan Akbarieh, Qi Han and Alexander Klippel	Compete, Collaborate, and Co-Create Your Circular City Serious Game	O
10:30 - 10:50	Anna Szilagyi-Nagy	Communicative Practices in Landscape Participation: Comparing the Geogame Urbanity and a Public Meeting	O
10:50 - 11:15	Coffee, tea and snacks		
11:15 - 12:30	<b>Keynote by Prof. Dr. Douglas A. Gentile: Can people really be “addicted” to video games? The state of the science</b>		P
12:30 - 1:30	Lunch		

#### Session #8: GeoGames Technologies, Platforms and Social Innovation

**Chair: Alenka Poplin**

1:40 – 2:00	Ziyu Tong and Qi Wen	Enhancing Urban Realism in GeoGames: An Unreal-Based Framework for Multi-Source Building Data and Dual-Database	P
2:00 - 2:20	Ariane Magda Borges and Natalie Johanna Groetelaars	The Use of Location-Based Games in the Dissemination of Cultural Heritage	P
2:20 - 2:40	Javad Zanganeh	The Great Track (TGT): A Location-Based Social Geogame Integrating Exploration, Creativity, and Community	O
2:40 - 3:00	Clara Garcia, César Táboas-Carrera, Silvia M. González-Collazo, Ítalo Sousa de Sena and Jesús Balado	Evaluation of RPG Maker as an alternative to GIS for the generation of interactive maps	O
3:00 - 3:30	Coffee, tea and snacks		
3:30 - 4:15	<b>Conference closing</b>		

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