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 Ardiç*

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*
**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**
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 Ardiç and Eray Tüzün), Discussant: Joan Arnedo-Moreno