



GamiFIN Conference 2017

Proceedings of

the 1st International GamiFIN Conference

Pori, Finland, May 9-10, 2017

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GamiFIN 2017

Proceedings

This volume of CEUR-WS Proceedings contains 20 papers presented at the 1st International GamiFIN Conference (GamiFIN 2017). The conference was held in Pori, Finland, May 9-10, 2017.

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CEUR-WS.org, ISSN 1613-0073

Preface

GamiFIN Conference is a meeting place where researchers, industry and experts present results from their latest work regarding gamification, technology, media and digital culture for the future society.

The first GamiFIN Conference took place on 9th to 10th of May 2017 and was organised by the University Consortium of Pori. University Consortium of Pori is a centre of 2 500 students, 170 experts and four universities operating networked in a multi-science environment. UCPori carries out research and education in art, economics, culture, industrial management, technology, and social sciences, and provides a unique multidisciplinary environment for the research.

GamiFIN brings together people not only from different fields of academia but also from different sectors such as companies and other institutions. GamiFIN is a great opportunity to present your novel and ground-breaking research results, benefit from the interaction with industry and practitioners and to get new ideas how to utilize gamificational approaches in research as well as in industrial level.

GamiFIN 2017 was proud and delighted to have such a great combination of excellence around gamification in terms of our confirmed keynote speakers: **Dr. Sylvester Arnab**, Reader in Game Science, Coventry University (UK), **Dr. Sebastian Deterding**, a senior research fellow at the Digital Creativity Labs, University of York (UK) and **Dr. Juho Hamari**, a Professor of Gamification at UCPori and a leading researcher at the Game Research Lab University of Tampere. The exciting lectures concentrated on e.g. the current state of the art in the field of academic research on gamification, why gamification needs theory and how to transform ordinary tasks into extraordinary experiences. GamiFIN 2017 was sponsored by GameLayer & Cloudriven.

There were six academic paper sessions and one business & industry session held in the conference. The sessions based on the selected themes of the papers and were the following: Contemporary Research on Gamification, Gamification of Education, Cultural Approach on Gamification, Gamification & Design, Motivational & Behavioral Factors of Gamification and Health & Gamification. The academic papers were gathered based on the call for papers launched on autumn 2016. The submission system used was EasyChair, which also handled the double blind review process. We had a wide range of expertise around gamification in our program committee, which will be presented with the organizational committee later on.

Overall, the GamiFIN 2017 was a huge success. We had around 50 participants and they were from nine different countries (Finland, China, Jordania, Netherlands, Italy, Russia, Ireland, Greece, UK). The feedback we received was great and for that reason, we are happy to announce that GamiFIN 2018 will take place next year as well!

June 2017

Pauliina Tuomi
Arttu Perttula

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GamiFIN

Conference 2017

9th–10th of May

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