2012 Second International Workshop on Games and Software Engineering: Realizing User Engagement with Game Engineering Techniques

(GAS 2012)

Zurich, Switzerland
9 June 2012
# TABLE OF CONTENTS

Learning Software Engineering Processes through Playing Games: Suggestions for Next Generation of Simulations and Digital Learning Games ................................................................. 1  
J. Pieper

It Was a Bit of a Race: Gamification of Version Control ................................................................. 5  
L. Singer, K. Schneider

Toward Adopting Self-Organizing Models for the Gamification of Context-Aware User Applications ................................................................. 9  
D. Dubois

Supporting Seniors Rehabilitation through Videogame Technology: A Distributed Approach ................................................................. 16  
D. Maggiorini, L. Ripamonti, E. Zanon

Adaptive Serious Game Development ............................................................................................. 23  
D. Ismailovic, J. Haladjian, B. Kohler, D. Pagano, B. Brugge

Evaluation of User Engagement and Message Comprehension in a Pervasive Software Installation ................................................................. 27  
M. Aasbakken, L. Jaccheri, K. Chorianopoulos

Creation of a Game-Based Digital Layer for Increased Museum Engagement among Digital Natives ................................................................. 31  
K. Doran, A. Boyce, A. Hicks, J. Payton, T. Barnes

Reusable Components for Artificial Intelligence in Computer Games ................................................................. 35  
C. Dragert, J. Kienzle, C. Verbrugge

Feedback in Low vs. High Fidelity Visuals for Game Prototypes ................................................................................................. 42  
B. Kohler, J. Haladjian, B. Simeonova, D. Ismailovic

Author Index