



GamiFIN Conference 2019

GamiFIN Conference 2019

Proceedings of
the 3rd International GamiFIN Conference

Levi, Finland, April 8-10, 2019

Edited by

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GamiFIN 2019

Proceedings

This volume of CEUR-WS Proceedings contains 24 papers presented at the 3rd International GamiFIN Conference (GamiFIN 2019). The conference was held in Levi, Finland, April 8-10, 2019.

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Preface

The GamiFIN conference is an annual international academic conference on gamification with rigorous double blind international peer-review practices. The conference brings together a community of researchers and practitioners to present results from their latest work regarding gamification.

The third international GamiFIN conference took place on April 8-10, 2019 in Levi, Finland, and was organized by the Gamification Group. GamiFIN 2019 was chaired by Professor of Gamification, Juho Hamari, and gamification scholar, Dr. Jonna Koivisto.

GamiFIN 2019 conference was proud to have two keynote speakers who are among the top international experts in their fields: Professor Lennart Nacke (University of Waterloo, Canada), who has conducted extensive research in the areas of player experience in video games, immersive VR environments, and gameful applications; and Professor Frans Mäyrä (Tampere University, Finland), who is an internationally recognized expert on digital culture and game studies.

GamiFIN 2019 included six academic paper sessions: Gamification and education, Conceptualizations, theory, methods and history, Health gamification, Gamification, economics, management and work, Players and mixed reality, and Gamification of sustainability. The session themes were based on the themes of the accepted academic papers. Altogether, 24 academic research papers were accepted to be presented at the conference. GamiFIN participants came from all over the world including Mongolia, Russia, Austria, Chile, Brazil, China, Spain, Germany, Greece, Ireland, Italy, Japan, Switzerland, United Kingdom, Canada, and Finland. The academic papers were gathered through a call for papers issued in autumn 2018. The conference management system EasyChair was utilized for paper submissions, with a double blind peer review process being employed. The international program committee of the conference consisted of experts in various fields related to gamification. The acceptance rate for submissions was 43.6 %.

The GamiFIN 2019 Best Paper award was presented to Xiaozhou Li, Chien Lu, Jaakko Peltonen and Zheyang Zhang for their paper "A statistical analysis of Steam user profiles towards personalized gamification". The GamiFIN 2019 Best Presentation award was presented to Mattia Thibault for the presentation of his paper "Punk gamification".

In addition to the academic paper track, GamiFIN 2019 included a doctoral consortium for the first time. Altogether seven doctoral students presented their work at the doctoral consortium, where they received feedback on their research projects from a panel consisting of the keynote speakers, conference chairs, and senior scholars in the field of gamification. Furthermore, GamiFIN 2019 featured a poster session, where six posters on academic work-in-progress were presented. Altogether the conference was attended by approximately 55 participants.

May 2019

Jonna Koivisto

Juho Hamari

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Conference 2019

3rd International GamiFIN Conference

Sokos Hotel Levi, Finland
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