



GamiFIN Conference 2021

GamiFIN Conference 2021

Proceedings of
the 5th International GamiFIN Conference

Levi, Finland, April 7-9, 2021
(Organized as an online conference)

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Proceedings

This volume of CEUR-WS Proceedings contains 20 papers presented at the 5th International GamiFIN Conference (GamiFIN 2021). The conference was held as an online conference on April 7-9, 2021.

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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 fifth international GamiFIN conference was organised by the Gamification Group from Tampere University, Finland and took place on April 7-9, 2021. Due to the global pandemic situation, the conference was held online. GamiFIN 2021 was chaired by Professor of Gamification, Juho Hamari and gamification scholar, Dr. Jonna Koivisto.

GamiFIN 2021 conference was proud to have two keynote speakers who are among the top international experts in their fields: Professor Kristian Kiili (Tampere University, Finland), who has conducted extensive research in the areas of gamification and game-based learning; and Assistant Professor Elisa Mekler (Aalto University, Finland), who is an internationally recognized expert studying motivational and emotional aspects of user experience in games and gamification.

GamiFIN 2021 included five academic paper sessions: Gamification & education, Gamification & health, Psychology of gamification, Gamification & culture, and Gamification & rising industries. The session themes were based on the themes of the accepted academic papers. Altogether, 20 academic research papers were accepted to be presented at the conference. GamiFIN participants came from all over the world including Norway, Sweden, Germany, United Kingdom, Colombia, Brazil, Czech Republic, Switzerland, South Africa, Denmark, Australia, Italy, Malta, Romania, Poland, Saudi Arabia, and Finland. The academic papers were gathered through a call for papers issued in autumn 2020. 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 paper submissions was 35.1%.

The GamiFIN 2021 Best Paper award was presented to Henrik Wesseloh, Niklas Buddensiek, Tim Pantel, Felix Stein, Phillip Szelat, and Matthias Schumann for their paper "The role of gameful perception as a mediator for intrinsically motivating gamification". The GamiFIN 2021 Best Presentation award was presented to Jeanine Krath and Harald F. O. von Korflesch for "Designing gamification and persuasive systems: A systematic literature review".

In addition to the academic paper track, GamiFIN 2021 hosted its third doctoral consortium. 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 conference chairs and senior scholars in the field of gamification. Furthermore, GamiFIN 2021 featured a poster session, where eight posters on academic work-in-progress were presented. Altogether the conference was attended by approximately 70 participants.

May 2021

Mila Bujic

Jonna Koivisto

Juho Hamari

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Jonna Koivisto, Gamification Group, Tampere University, Finland

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