

Draft Program

International Summer School on Designing Serious Games 2022

Date 5 - 9 September 2022

Place Lucerne School of Computer Science and Information Technology, Suurstoffi 1, 6343 Rotkreuz (on campus)

Room on campus I.S1A_430

	Monday	Tuesday	Wednesday	Thursday	Friday
	05 September 2022	06 September 2022	07 September 2022	08 September 2022	09 September 2022
09.00 - 17.50 (Swiss time) Individual breaks will be defined	Introduction to Serious Game Design Prof. Dr. Richard Wetzel HSLU (https://www.hslu.ch/en/lucerne-university-of-applied-sciences-and-arts/about-us/people-finder/profile/?pid=4112) Triadic Game Design Arne Bezuijen The Barn (https://thebarngames.com/)	Location-based Games for History Education Prof. Dr. Peter Gautschi PH Luzern (https://www.phlu.ch/peter-gautschi.html)	Escape Games for Museums Michèle Müller and Céline Neubig Enigma Games (https://enigma-games.ch/)	Serious Games in Cybersecurity Dr. Sandy Louchart The Glasgow School of Arts (https://www.gsa.ac.uk/research/simvis-profiles/l/louchart,-sandy/) Dr. Manuel Mareek Heriot-Watt University (http://www.macs.hw.ac.uk/~mm894/)	Swiss Classics - Literary Board Games Dragica Kahlina HSLU (http://kahlina.band.wordpress/)
Evening / Social Program		Escape Room (18:30) Staldenhof 2, 6014 Lucerne			Closing apero at Campus Bar (approx. 4 - 5pm)