

DIGRA FLANDERS

21 MAY 2015

Ghent City Museum - STAM (Doors: 12.45)
Bijlokesite - Godshuizenlaan 2 - 9000 Ghent

SHAPES:

**A TACTILE DIGITAL GAME FOR
PHYSICAL REHABILITATION**

< NIELS QUINTEN – UNIVERSITY OF HASSELT / MAD FACULTY

VIRTUAL FASHION:

**UNDERSTANDING THE RHETORIC AND CULTURE
OF DRESS UP IN DIGITAL GAMES**

< NICOLLE LAMERICHES – HU UNIVERSITY - THE NETHERLANDS

**THE INEVITABLE LINK BETWEEN
(THE KNOWLEDGE CENTER FOR)**

MEDIALITERACY AND GAMING

< ELKE BOUDRY & HADEWYCH VANWYNSBERGHE – MEDIAWIJS.BE

IN-GAME ADVERTISING IN FANTASY GAMES:
THE ROLE OF THEMATIC CONGRUITY

< SHANA VERBERCKMOES – ANTWERP UNIVERSITY

**USING GAMES TO RAISE AWARENESS:
HOW TO CO-DESIGN SERIOUS MINI-GAMES?**

< KLARA VAN GEIT & LISELOT HUDDERS – GHENT UNIVERSITY

KEYNOTE ON SERIOUS PLAY BY:

CATHERINE BEAVIS

GRIFFITH UNIVERSITY, AUSTRALIA

FREE ENTRANCE

REGISTRATION REQUIRED
WWW.GAMEONDERZOEK.BE


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