

Keynote speech			
08:30	09:20	Digital Games to Change Players' Behaviour: Intelligent Yet?	<i>Björn Schuller</i>
Emotion & Affect in Serious Games			
09:20	09:45	A Facial Affect Mapping Engine (FAME).	<i>Leonardo Impett, Tadas Baltrusaitis and Peter Robinson.</i>
09:45	10:10	Real-time Automatic Emotion Recognition from Body Gestures	<i>Stefano Piana, Alessandra Staglianò, Francesca Odone, Alessandro Verri and Antonio Camurri.</i>
10:10	10:40	Coffee break	
Behavior Change from Playful Learning			
10:40	11:05	Interpreting social cues to generate credible affective reactions of virtual job Interviewers	<i>Hazaël Jones, Nicolas Sabouret, Ionut Damian, Tobias Baur, Elisabeth Andre, Kaska Porayska-Pomsta and Paola Rizzo</i>
11:05	11:30	Expressing social attitudes in virtual agents for social training games	<i>Nicolas Sabouret, Hazael Jones, Magalie Ochs, Mathieu Chollet and Catherine Pelachaud.</i>
11:30	11:55	A logical model of Theory of Mind for virtual agents in the context of job interview simulation	<i>Marwen Belkaid and Nicolas Sabouret</i>
11:55	12:20	The state of play of ASC-Inclusion: An Integrated Internet-Based Environment for Social Inclusion of Children with Autism Spectrum Conditions	<i>Bjoern Schuller, Erik Marchi, Simon Baron-Cohen, Helen O'Reilly, Delia Pigat, Peter Robinson, Ian Davies, Ofer Golan, Shimrit Fridenson, Shahar Tal, Shai Newman, Noga Meir, Roi Shillo, Antonio Camurri, Stefano Piana, Alessandra Staglianò, Sven Bölte, Daniel Lundqvist, Steve Berggren, Aurelie Baranger and Nikki Sullings.</i>
12:20	13:30	Lunch	
Serious Game Applications			
13:30	13:55	Assessing the Reach and Impact of Game-Based Learning Approaches to Cultural Competency and Behavioural Change	<i>Ian Dunwell, Panagiotis Petridis Petros Lamerias, Maurice Hendrix, Stella Doukianou and Mark Gaved.</i>
13:55	14:20	Friend Inspector: A Serious Game to Enhance Privacy Awareness in Social Networks.	<i>Alexandra Cetto, Michael Netter, Günther Pernul, Christian Richthammer, Moritz Riesner, Christian Roth and Johannes Sängler.</i>
14:20	14:45	Using the Crowd to Generate Content for Scenario-Based Serious-Games	<i>Sigal Sina, Sarit Kraus and Avi Rosenfeld.</i>
14:45	15:10	Coffee break	
Demonstrations			
14:45	15:50	The TARDIS system: a job interview simulator and social coaching tool	<i>Hazaël Jones</i>
		ASC-INCLUSION project	<i>TBA</i>
		MASELTOV project	<i>TBA</i>
Best Paper Award & End			
15:50	15:55	Best Paper Award	
16:00		Leaving for guided walking tour	