Call for Papers

The sixth International Conference on E-Learning and Games (Edutainment 2011)


Workshop on the Game-based Testing and Assessment

Conference Date: September 7-9, 2011
Conference Venue: Howard International House Taipei, Taipei, Taiwan

With the growth of Game-based Learning, the testing and assessment during the game become important issues for the quality of learning. The goal of this workshop is to bring together researchers interested in Game-based Testing and Assessment. The applications, tools, or theoretical techniques for interactive testing and assessment are welcome to attend and show advances in the field.

Workshop Organizers
Dr. Shian-Shyong Tseng, Department of Applied Informatics and Multimedia, Asia University, Taichung, ROC, sstseng@asia.edu.tw

Topics of the workshop
Topics for this conference include, but are not limited to:
- Game-based Testing
- Computer Adaptive Testing
- Portfolio assessment
- Game-based testing theory
- Assessments in serious games
- Interactive assessment

Paper submissions
- Maximum length: 5 pages
- Language: English, Submission guidelines
- Online submission via email to Prof. Tseng (sstseng@asia.edu.tw)

Important Dates
- Submission Deadline: May 30, 2011
- Author Notification: June 10, 2011
- Camera-Ready Version: June 15, 2011
- Conference Date: September 7-9, 2011