

ating games in Power Point. Game developers also had an opportunity to showcase their work in progress during the Pitching Session. Their projects were assessed by an expert jury consisting of designers, producers and distributors. At night, the festival turned into a party featuring concerts and DJ sets by digital game music producers.

This year's Game Days focused on 'Gamers with Disabilities'. Accessibility in digital games for impaired gamers has evolved in recent years. One of the speakers to enlighten visitors on the subject was Sightless Kombat, a gamer who exploits the world of digital games while being completely blind. Bryce Johnson, who encouraged the development of inclusive design projects for disadvantaged players, also came to Trnava to report on the development of features and hardware for disadvantaged players. Game Days 2019 was prepared by the Slovak Game Developers Association (SGDA) in cooperation with the Faculty of Mass Media Communication, University of Ss. Cyril and Methodius in Trnava and the Trnava Game Guild. SGDA, aiming to highlight exceptional digital game projects, presented the Slovak Game of the Year 2018 award and the winner was *Shadows: Awakening* by Games Farm.

The European Conference on Game-Based Learning 2019

Sue Nugus

The European Conference on Game-Based Learning (ECGBL) is an annual conference attracting people from all corners of the globe who are interested in the current research into games-based learning. Now in its 13th year the conference has previously run in the UK, France, Austria, Norway, Ireland, Portugal, Greece and Germany. This year 250 people from 30 different countries participated in the conference in Odense at the University of Southern Denmark.

Enlightening keynote presentations were given by Simon Egenfeldt-Nielsen from Serious Games Interactive on the topic of Social Gamification in Blended Learning Games and Helle Marie Skovsbjerg from the Design School Kolding who spoke about Playful Play-Design: Balancing Danger and Safety in Children's Full Body Play. Academics representing a wide range of GBL related topics presented their peer reviewed research on topics ranging from games-based learning and 21st century skills to gender sensitive games-based learning and games-based learning with human movement interaction. The proceedings of the conference are published and indexed by Scopus and Clarivate Analytics Web of Science. Participants were also entertained by an interactive session on LEGO Education in collaboration with the LEGO Foundation.

The final rounds of 7th International Serious Games Competition was also run during the conference. There were three competition streams this year for fully developed games, games under development and for the first time a category for student developed games. The winners of the three competitions reflected the importance of both digital and non-digital applications for GBL with the overall winner of the fully developed game being Bilgen Demirdaş from Turkey with her game, *Master of Numbers*, a maths and strategy game using tokens and cards aimed at secondary school children. In the games in

development category there were joint winners with an innovative board game for raising awareness in young people of the issues faced by Coventry's rising homeless population called, *Homeless Monopoly* by Jackie Calderwood from the Disruptive Learning Media Lab at Coventry University in the UK and a digital card game to teach problem solving and maths concepts to primary school children called *Maths Duel* by Pierpaolo Dondio from the Technological University, Dublin. The student competition was won by students from the University of Ulster with their board game, Solar Race, that utilises Amazon Alexa as a quizmaster to teach primary school children about the solar system.

ECGBL 2020 is being hosted by the University of Brighton in the United Kingdom. More information about how to submit a paper to the conference and how to participate in the Games competitions is available at www.academic-conferences.org/conferences/ecgbl/.