GamiFIN Conference 2023

Proceedings of

the 7th International GamiFIN Conference

Lapland, Finland, April 18-21, 2023

Edited by

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Proceedings

Preface

The GamiFIN conference is an annual international academic conference on gamification with rigorous double-anonymous international peer-review practices. The conference brings together a community of researchers and practitioners to present results from their latest work regarding gamification.

After three years of organizing an online conference, the 7th international GamiFIN conference took place in-person on April 18-21 in Lapland, Finland. The conference was organized by the Gamification Group and chaired by Professors Juho Hamari and Nannan Xi.

GamiFIN 2023 featured two keynotes in HCI and XR experiences. Namely, Professor Katherine Isbister (University of California – Santa Cruz, US) who is a renowned researcher and author in the field of interactive experiences at the intersection of Games/Play and HCI, and Professor Alexander Klippel (Wageningen University, Netherlands) whose expertise is in XR and spatial cognition.

GamiFIN 2023 included five academic paper sessions: 1) Work life, 2) Wild card, 3) Accessibility, inclusion, diversity and identity, 4) Motivation and discovery, and 5) GamiFOREST - Games, sustainability, and nature. The fifth paper session, GamiFOREST, was a part of the UNITE symposium under the Academy of Finland Flagship competence center [UNITE – Forest-Human-Machine Interplay](#). The program structure was based on thematic grouping of accepted papers. All in all, 14 regular and 6 short papers were accepted and presented at the conference. We are proud to have had authors from Austria, Finland, Germany, Italy, Lithuania, Malta, Norway, South Africa, and Sweden. The international program committee of the conference consisted of experts on various fields related to gamification. The acceptance rate for submissions was 44.4 %.

The GamiFIN 2023 Best Paper award was presented to Paula Bräuer, Florian Werner and Athanasios Mazarakis for their paper "Extracting game design elements from voice-enabled games: A review of Amazon Alexa skills". The GamiFIN 2023 Best Presentation award was presented to Jeanine Krath for "Designing tailored gamification: A mixed-methods study on expert perspectives and user behavior in a gamified app for sustainability at work".

Apart from the paper sessions, GamiFIN 2023 hosted a doctoral consortium with seven international doctoral candidates and an expert panel of academic supervisors, three poster sessions with a total of seventeen presentations of works-in-progress, and two workshops. Moreover, the UNITE symposium around the GamiFOREST paper session included a roundtable discussion on gameful human-forest interactions with Dr. Heli Peltola, Dr. Teppo Hujala, Dr. Juho Hamari, Dr. Ranjith Gopalakrishnan, Doctoral researcher Tuulikki Halla, and Dr. Klippel.

Altogether the conference was attended by approximately 50 participants.

As a continuation of the GamiFIN conference series, GamiFIN 2024 will be held in Finland. The exact dates and location will be announced during summer 2023.

April 2023

    Mila Bujić   Prajwal D'Souza   Nannan Xi   Juho Hamari

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