CALL FOR PAPERS - SPECIAL SESSION
"Shaping the Future Through Serious Games, Gamification, and AI-Driven Innovation Across Domains"
for CODIT 2025
July 15-18, 2025 ▪ Split, Croatia

Session Co-Chairs:

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Session description:

Serious Games (SG), Gamification, and Artificial Intelligence (AI) are revolutionizing how individuals and organizations approach problem-solving, training, and innovation across various domains. Whether applied in education, industry, healthcare, or workforce training, these technologies provide transformative solutions for engagement, skill development, and operational efficiency.

This special session aims to explore the intersection of SG, gamification, and intelligent systems, focusing on their applications in education, industry, and training. Key areas include AI-driven decision-making, control systems for adaptive platforms, and the integration of Machine Learning (ML) and Deep Learning (DL) for predictive analytics and personalized experiences.

Participants will gain insights into state-of-the-art methodologies and real-world implementations that leverage these technologies to address challenges, such as skill alignment for industry needs, process optimization, and adaptive learning in both formal and informal settings.

The goal is to bring together researchers, practitioners, and industry leaders to delve into advancements in SG, AI, and gamification across various domains, including education, industry, and training. By fostering interdisciplinary collaboration, identifying research opportunities, and bridging theory with real-world applications, the session seeks to drive innovation and showcase impactful case studies that address domain-specific challenges through intelligent systems and adaptive technologies.

The topics of interest include, but are not limited to:

- Serious Games and Gamification in Diverse Domains:
  - Design and evaluation of serious games for educational purposes.
  - Integration of serious games in traditional and online learning environments.
  - Design and evaluation of SG for training, simulation, and decision-making in industries such as healthcare, defense, and manufacturing.
  - Gamification techniques for improving individual engagement and performance.
  - Applications of SG in workforce training and safety protocols.
- AI and ML for Adaptive and Intelligent Platforms:
  - AI-driven systems for dynamic and personalized training modules.
  - ML/DL models for predicting outcomes, optimizing processes, and enhancing engagement in serious games.
  - Explainable AI techniques for transparent decision-making in SG platforms.
- Control Systems and Decision-Making in Serious Games:
  - Real-time adaptive control mechanisms in training simulations.
  - Integration of control theory and gamification for complex problem-solving.
  - Multimodal decision-support systems combining analytics from diverse data streams.
- Emerging Trends and Case Studies:
  - Cross-disciplinary frameworks combining SG, psychology, AI, and decision sciences.
  - Real-world implementations of SG in critical sectors, such as disaster management, environmental sustainability, and public health.
  - Ethical considerations and challenges in deploying AI-driven SG across domains.

SUBMISSION

Papers must be submitted electronically for peer review through PaperCept by **February 07, 2025:** **http://controls.papercept.net/conferences/scripts/start.pl**. In PaperCept, click on the **CoDIT 2025 link "Submit a Contribution to CoDIT 2025" and follow the steps.**

IMPORTANT: All papers must be written in English and should describe original work. The length of the paper is limited to a maximum of 6 pages (in the standard IEEE conference double column format).

DEADLINES

February 07, 2025: deadline for paper submission

April 27, 2025: notification of acceptance/reject

May 17, 2025: deadline for final paper and registration