- **Carlos Vaz de Carvalho**
  - Professor Computer Eng. at the Engineering Faculty of the Porto Polytechnic
  - PhD Information Systems and Technologies (2001)
  - Director E-Learning Engineering Faculty of the Porto Polytechnic (2001-2005)
  - Director Distance Learning Unit Porto Polytechnic (1997-2000)
  - Coordinator of SEGAN – Serious Games Network
  - Editor in chief of EAI Transactions on Serious Games
  - Coordinator of EU projects GABALL, ICTWays, eCITY, SELEAG, SEGAN, UISEL, TIED-Shoe, FADO, ….

  - Director GILT R&D (2005-2014)
  - Director of Virtual Campus Lda (2014-)

GILT R&D (Games, Interaction and Learning Technologies)

http://gilt.isep.ipp.pt
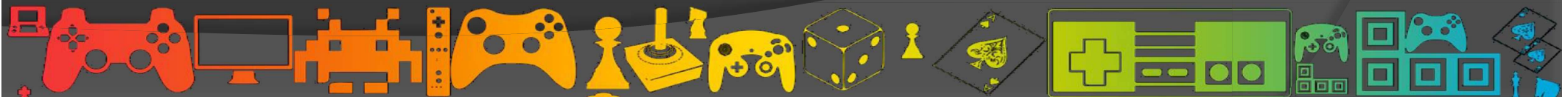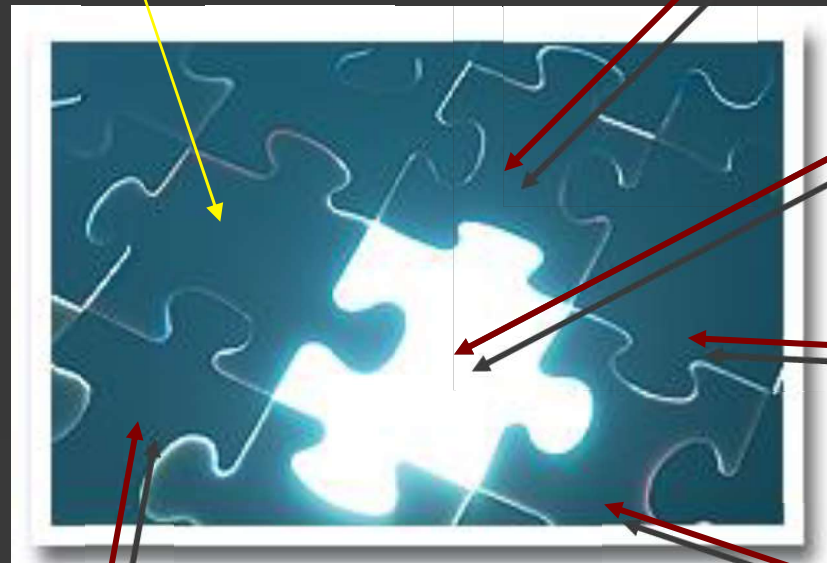
Games and Simulation

Intelligent Systems

Learning Technologies

Virtual/Augmented Reality

Interaction Devices

Mobile Devices

Flow

- ◉ Dr. Paul Howard-Jones: Neuroscience, Games & Learning
  - • https://www.youtube.com/watch?v=aKFjoF-YO20
- ◉ Dr. David Chandross: Game-Based Learning | Part 2 of 10 - The Neuroscience of Serious Games
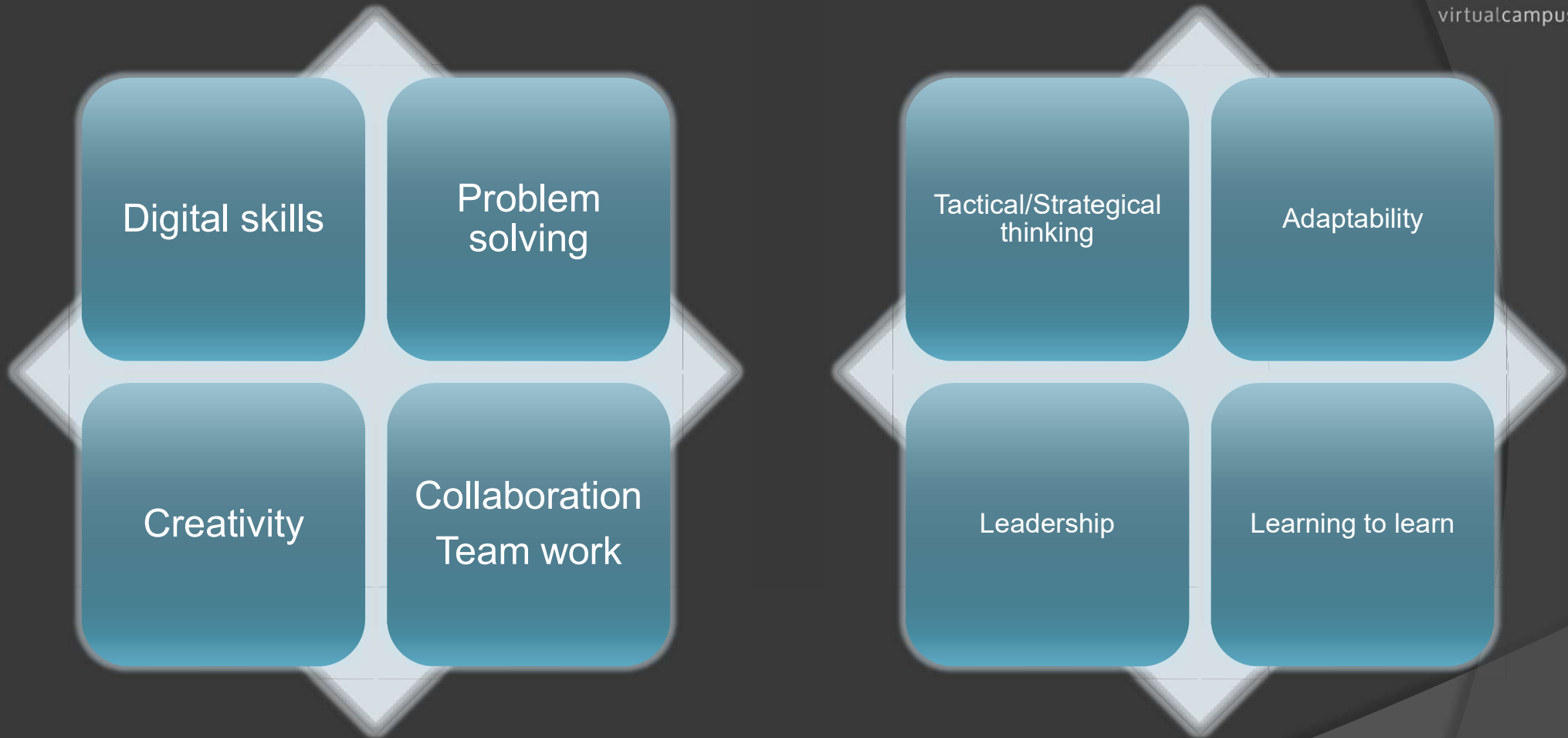 - • https://www.youtube.com/watch?v=eF4RAxEwFms
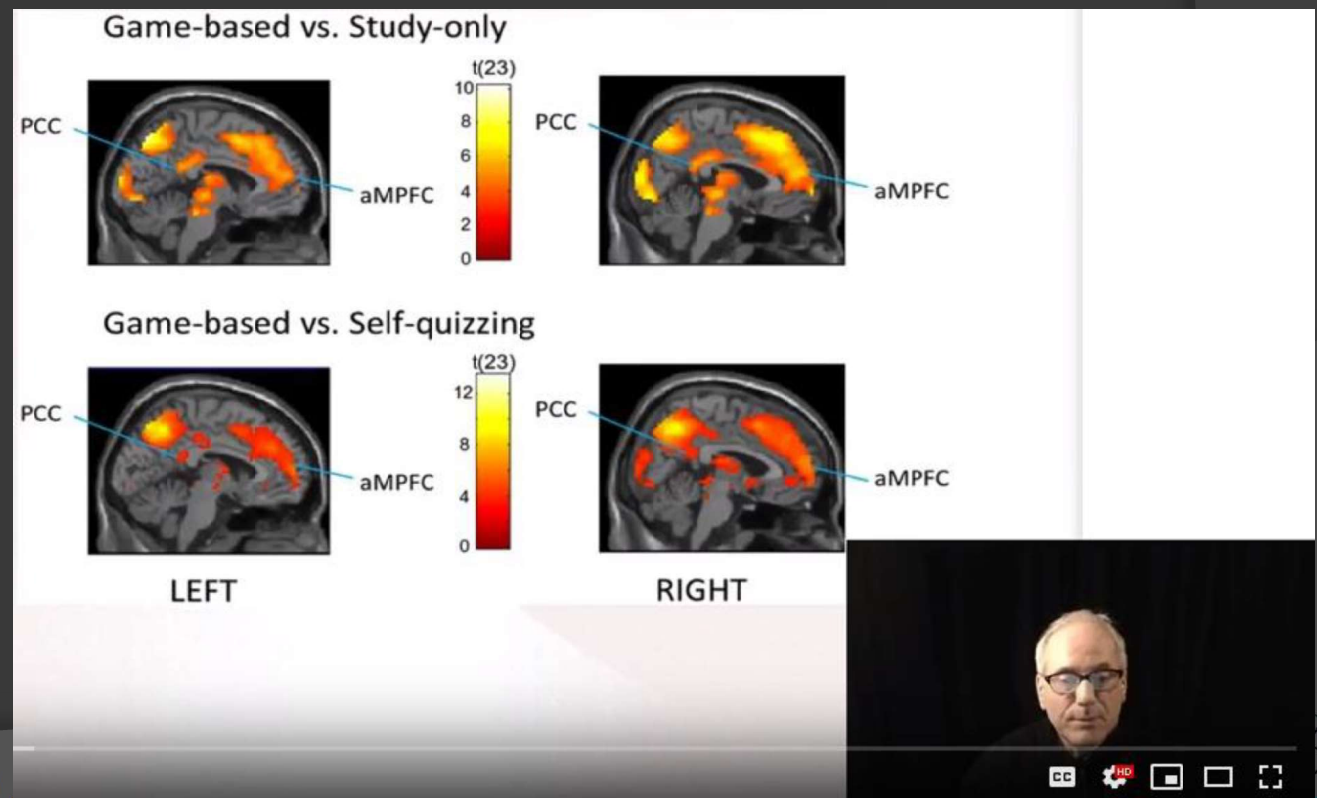
Game

A game is a system in which players engage in an artificial conflict, defined by rules, that results in a quantifiable outcome

- Salen and Zimmerman
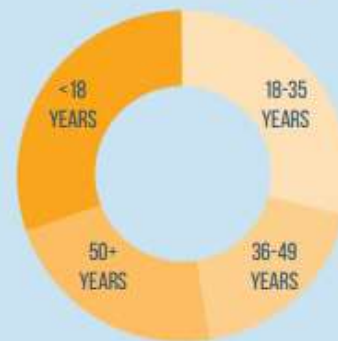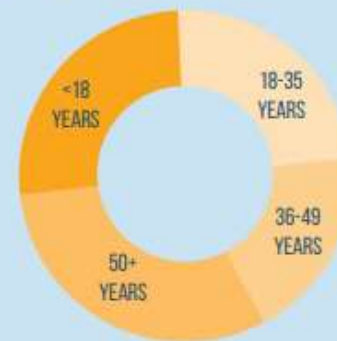
What do we get from games?

Digital skills

Problem solving

Creativity

Collaboration
Team work

Tactical/Strategical thinking

Adaptability

Leadership

Learning to learn
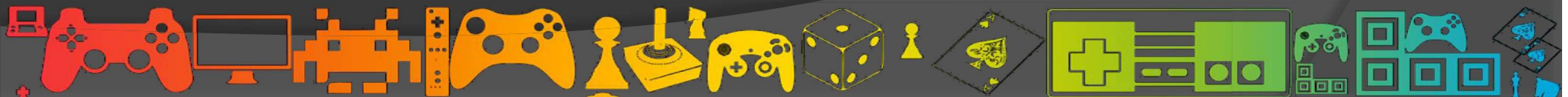
Who plays games?

THE AVERAGE GAMER IS 35 YEARS OLD.

AVERAGE GAMERS BY AGE GROUP

<18 YEARS | 18-35 YEARS | 50+ YEARS | 36-49 YEARS

MALE
UNDER 18 YEARS OLD: 18%
18-35: 17%
36-49: 11%
AGE 50+: 13%

FEMALE
UNDER 18 YEARS OLD: 11%
18-35: 10%
36-49: 8%
AGE 50+: 13%

The average female video game player is 37, and the average male video game player is 33.

41% OF US GAMERS ARE WOMEN.

THERE IS AN EQUAL DISTRIBUTION OF REGULAR FEMALE PLAYERS IN AGE.

35 AND UNDER | OVER 35