



Gamification, Playfulness, and Ludicity in Intelligent Environments

Guest Editors:

**Prof. Dr. Ioannis
Chatziannakis**

Department of Computer,
Control, and Management
Engineering Antonio Ruberti,
Sapienza University of Rome,
Rome 00185, Italy

ichatz@dis.uniroma1.it

Prof. Dr. Irene Mavrommati

School of Applied Arts, Hellenic
Open University, Patra 263 35,
Greece

mavrommati@eap.gr

Prof. Dr. Panos Markopoulos

Department of Industrial Design,
Eindhoven University of
Technology, 5612 AZ, Eindhoven,
The Netherlands

P.Markopoulos@tue.nl

Deadline for manuscript
submissions:

31 August 2018

Message from the Guest Editors

Dear Colleagues,

Gamification is a known way to address interaction challenges, and that applies also to Intelligent Environments and IoT applications. To describe and to design interaction modalities that are more pleasant, enjoyable and intriguing through these qualities enhance the system and its use. Gamification and playfulness are approaches that might help to identify risks connected with IoT environments (such as privacy for example, among others).

In this Special Issue, we wish to bring together different perspectives on the topic of combining gamification, playfulness, and ludicity in the development of intelligent environments and challenge mainstream assumptions and design approaches.

We are open to papers addressing a broad range of topics, from foundational topics regarding the design principles of gamification elements, and novel design principles for building intelligent environments that combines gaming aspects, playfulness and ludicity; to papers presenting advanced frameworks and technological platforms for developing real-world environments; to pilots reporting innovative approaches for reinforcing and supporting human engagement.

