## **2021 International Serious Games Symposium (ISGS 2021)**

Tehran, Iran 25 – 26 November 2021



IEEE Catalog Number: CFP21DGR-POD ISBN: 978-1-6654-0937-7

## Copyright © 2021 by the Institute of Electrical and Electronics Engineers, Inc. All Rights Reserved

Copyright and Reprint Permissions: Abstracting is permitted with credit to the source. Libraries are permitted to photocopy beyond the limit of U.S. copyright law for private use of patrons those articles in this volume that carry a code at the bottom of the first page, provided the per-copy fee indicated in the code is paid through Copyright Clearance Center, 222 Rosewood Drive, Danvers, MA 01923.

For other copying, reprint or republication permission, write to IEEE Copyrights Manager, IEEE Service Center, 445 Hoes Lane, Piscataway, NJ 08854. All rights reserved.

\*\*\* This is a print representation of what appears in the IEEE Digital Library. Some format issues inherent in the e-media version may also appear in this print version.

 IEEE Catalog Number:
 CFP21DGR-POD

 ISBN (Print-On-Demand):
 978-1-6654-0937-7

 ISBN (Online):
 978-1-6654-0936-0

## **Additional Copies of This Publication Are Available From:**

Curran Associates, Inc 57 Morehouse Lane Red Hook, NY 12571 USA Phone: (845) 758-040

Phone: (845) 758-0400 Fax: (845) 758-2633

E-mail: curran@proceedings.com Web: www.proceedings.com



No.	ARTICLE TITLE	AUTHORS	Page Numbers
1	The Impact of Competition on the Effectiveness of Cognitive Games	Sheyda Mirzakhani and Hadi Moradi	1-7
2	Serious Cheating in Word Making Games with Specific Letters using Fast Correct Word Finder by Neural Match Tree	Behzad Soleimani Neysiani, Mohammad Ismaeil Shahabian, and Seyed Moein Khayam Nekooei	8-17
3	Impact Assessment as a new horizon for assessing the game's intervention:  A framework for the impact assessment of educational games	Amir Asgari	18-26
4	Identifying Factors Affecting the Empathy of Players in Serious Games	Reza Moradi Rahimabad and Mohammad Hossein Rezvani	27-34
6	Serious Interactive Digital Narrative: Explorations in Personalization and Player Experience Enrichment	Arash Moradi-Karkaj	35-42
7	A web-based gamification of upper extremity robotic rehabilitation	Payman Sharafian Ardakani, Hadi Moradi, Fariba Bahrami, and Malahat Akbarfahimi	43-47
8	A Survey on Implementations of Adaptive AI in Serious Games for Enhancing Player Engagement	Behdad Mansouri, Ardavan Roozkhosh, and Hamed Farbeh	48-53
9	The Role of Narration in Educational Games	Fazel Bakhsheshi, Farkhondeh	54-58
10	Effectiveness of "Maghzineh" Attention Cognitive Video Games on Executive Functions of Children with Autism Spectrum disorder	Afin Ahmad Mahmood, Leila Kashani-Vahid, and Hadi Moradi	59-64
11	Analysis of instantaneous choices made by the player in a game based on his/her behavioral character	Shahriar Derhami, Behnam Alizadehashrafi, Mehdi Faramoushi, and Yazdan Movahedi	65-68
12	Design and Evaluation of a Web-Based Game for Children to Visit the National Museum of Iran	Seyede Marzie Salamat and Maryam Khalili	69-74

No.	ARTICLE TITLE	AUTHORS	Page Numbers
13	EmoAnim: a Serious Game for Screening Children with Autism using Emotions in Animations	Ebrahim Gholami Dizicheh, Hadi Moradi, Mina Bidsookhteh Nezam Abadi, Fahime Shahrokh, Rasoul Samani, and Leila Kashani- Vahid	75-80
14	Investigating the consideration of explorer player style in Iranian educational games	Mahsa Moradi and Yousef Mahdavinasab	81-85
15	Incorporation of Serious Games into Higher Education: A Survey	Morteza Dorrigiv	86-90
16	The Effects of Neuroland Digital Cognitive Game On Children's Cognitive Skills	Saynaz Maveddat, Elham Kabiri, and Hadiseh farhandi	91-103