

**Prof. Fares Kayali**

Professor of Digital Education and Learning (Univ.-Prof. Dipl.Ing. Dr.techn.)  
Centre for Teacher Education, University of Vienna

**List of Publications and Works****Books**

- 2022 Berger, E., Hainfellner, E., Kayali, F. et al. (AG Weiterbildung im Verbund Nord-Ost, Eds.). *Lehren, Lernen, Leistungsfeststellung – digital ermöglichen*. Forum Neue Medien. Books on Demand GmbH, 2022.

**Book Chapters**

- 2023 Kayali, F., Guenther, E. A., & Göbl, B. (2023). Die Bedeutung von Computational Empowerment für die österreichische Bildungspraxis. In Brandhofer, G. & C. Wiesner (Eds.). *Wirkmächtige Mediendidaktik, zukunftsorientierte Pädagogik*. Sammlungen. Julius Klinkhardt.
- 2021 Kayali, F., Brandhofer, G., Ebner, M., Luckner, N., Schön, S., & Trültzsch-Wijnen, Ch. (2021). Distance Learning 2020: Rahmenbedingungen, Risiken und Chancen. In BMWBF (Ed.). *Nationaler Bildungsbericht*. Österreich.
- Schmölz, A., Möhlen L., Kayali, F., Guenther E. A., Proyer, M., & Kremsner, G. (2021). Theoretische Zugänge zu Behinderung und Implikationen für die pädagogische Praxis mit digitalen Spielen. In J. Betz & J. Schluchter (Eds.). *Schulische Medienbildung und Digitalisierung im Kontext von Behinderung und Benachteiligung*. Beltz Verlag.
- 2020 Brandhofer, G., Miglbauer, M., Fikisz, W., Höfler, E., & Kayali, F. (2020). Die Weiterentwicklung des Kompetenzrasters digi.kompP für Pädagog\*innen. In C. Trültzsch-Wijnen & G., Brandhofer (Eds.). *Bildung und Digitalisierung - Auf der Suche nach Kompetenzen und Performanzen* (1st ed., pp. 51 – 72). Series: Medienpädagogik, Bd. 4. <https://doi.org/10.5771/9783748906247-51>.
- Götzenbrucker, G., Schwarz, V., & Kayali, F. (2020). Youth and Interculturality in Vienna. Gaming interventions in intercultural contexts – two project cases. In G. Knapp & H. Krall (Eds.). *Youth in a globalized World*. Springer.
- Kayali, F., Schwarz, V., & Schwarz, P. (2020). Von Computational Thinking zu Computational Empowerment – digitale Bildung und Kreativität. In J. Fritz & N. Tomaschek (Eds.). *Digitaler Humanismus - Menschliche Werte in der virtuellen Welt*. Waxmann Verlag.
- Kayali, F. (2020)., Digitale Bildung im Rahmen von Unterricht. In I. Schrittmesser, J. Köhler & M. Holzmayer (Eds., pp. 46-48). *Lernen verstehen – Unterricht gestalten. Lernen und Unterrichten aus pädagogischer Perspektive*. Bundesministeriums für Bildung, Wissenschaft, Forschung.
- 2019 Hödl, O., Kayali, F., Fitzpatrick, G., & Holland, S. (2019). TMAP Design Cards for Technology-mediated Audience Participation in Live Music. In T. Mudd, S. Holland, K. Wilkie, A. McPherson & M. Wanderley (Eds., pp.41-60). *New Directions in Music and Human- Computer Interaction*. Springer.
- Prahm, C., Sturma, A., Vujaklija, I., & Kayali, F. (2019). Novel Technologies in Upper Extremity Rehabilitation. In O. Aszmann & D. Farina (Eds.). *Bionic Limb Reconstruction*. Springer.
- 2017 Kayali, F., Schwarz, V., Götzenbrucker, G., & Purgathofer, P. (2017). Sparkling Games - Die Gestaltung von Lernspielen zu Themen aus Informatik und Gesellschaft. In W. Zielinski, S. Aßmann, K. Kaspar & P. Moormann (Eds., pp. 159-170). *Spielend lernen!*. Schriftenreihe zur digitalen Gesellschaft NRW. Kopaed.
- 2016 Kayali, F., & Ortner, J. (2016). Level Design Practises in Independent Games. In C. Totten (Ed.). *Level Design: Processes and Experiences*. CRC Press.
- 2015 Franz, B., Kayali, F., Götzenbrucker, G., Schwarz, V., Pfeffer, J., & Purgathofer, P. (2015). Internet Games: Games for Change?. In B. Franz (Ed., pp.67-83). *Immigrant Youth, Hip Hop, and Online Games: Alternative Approaches to the Inclusion of Working-Class and Second Generation Migrant Teens*. Lexington Books.

- 2014 Götzenbrucker, G., Schwarz, V., Purgathofer, P., [Kayali, F.](#), Pfeffer, J., & Franz, B. (2014). Serious Beats: Internetnutzung und Freundschaftsstrukturen von jungen MigrantInnen in Wien. In G. Biffel & L. Rössl (Eds., pp. 59-64). *Migration & Integration* 4. Guthmann-Peterson, Wien.
- 2013 [Kayali, F.](#) (2013). Playing Ball - Fan Experiences in Basketball Videogames. In M. Consalvo, K. Mitgutsch & A. Stein (Eds., pp. 197-216). *Sports Videogames*. Routledge, New York.
- [Kayali, F.](#), Jahrman, M., Felderer, B., & Ortner, J. (2013). Persuasion and Play - Towards an Augmented Reality Exhibition Interface. In M. Jahrman & B. Felderer (Eds., pp. 75-83). *Play and Prosume, Schleichende Werbung und schnelle Avantgarde*. Verlag für moderne Kunst, Nürnberg.

### Publications in Scientific Journals (peer-reviewed)

- 2023 Göbl, B., Guenther, E. A., [Kayali, F.](#), & Frauenberger, C. (2023). Situating Computational Empowerment in Formal Education: A Multi-Perspective View. *International Journal of Child-Computer Interaction*, 2023a, 100604. <https://doi.org/10.1016/j.ijcci.2023.100604>
- Ambros, R., Bernsteiner, A., Bloem, R., ... , [Kayali, F.](#), et al. (2023). Two-Year Progress of Pilot Research Activities in Teaching Digital Thinking Project (TDT). *Zeitschrift für Hochschulentwicklung*, Bd. 18 Nr. Sonderheft Hochschullehre (2023): Digitalisierung der Hochschullehre. <https://zfhe.at/index.php/zfhe/article/view/1755>
- Braun, C., [Kayali, F.](#), & Moser, T. (2023). Ein virtueller Laborrundgang – Gestaltung, Entwicklung und Evaluierung. *Medienpädagogik* 51. <https://doi.org/10.21240/mpaed/51/2023.01.20.X>
- 2022 [Kayali, F.](#), Günther, E., Göbl, B., Comber, O., Freiler, A., Handle-Pfeiffer, D., Lange, D., Mayer, H., Motschnig, R., Preisinger, A., Rott, F., Schlick, M., & Taufner, J. (2022). Ergänzung zur Stellungnahme des Zentrums für Lehrer\*innenbildung der Universität Wien zum Lehrplan Digitale Grundbildung. *Medienimpulse. Beiträge zur Medienpädagogik* 60(3). <https://doi.org/10.21243/mi-03-22-05>
- Braun, C., [Kayali, F.](#), & Moser, T. (2022). Erstellung und Einsatz von 360-Grad-Medien in der Lehre – leicht gemacht. *Medienpädagogik* 47.
- Haselberger, D., & [Kayali, F.](#) (2022). Dorothy und die Zauberer der Digitaltechnik – Zur Dialektik der digitalen Bildung. *Schulheft* 188/2022.
- Haselberger, D., & [Kayali, F.](#) (2022). Dorothy und die Zauberer der Digitaltechnik - Versuch einer kritischen Didaktik digitaler Bildung. Ein Essay. *Medienimpulse* 60(2). <https://doi.org/10.21243/mi-02-22-08>
- Schäfer, M., Braun, C., Barthold-Beß, S., [Kayali, F.](#), et al. (2022). How to develop a virtual tour in medical physics. *European Journal of Medical Physics* Vol. 104, Supplement 1, Dec 2022. [https://doi.org/10.1016/S1120-1797\(22\)02278-5](https://doi.org/10.1016/S1120-1797(22)02278-5)
- 2020 Lawitschka, A., Buehrer S., Bauer, D., Peters, K., Silbernagl, M., Zubarovskaya, N., Brunmair, B., [Kayali, F.](#), Hlavacs, H., Mateus-Berr, R., Riedl, D., Rumpold, G., Peters C. (2020). A Web-Based Mobile App (INTERACCT App) for Adolescents Undergoing Cancer and Hematopoietic Stem Cell Transplantation Aftercare to Improve the Quality of Medical Information for Clinicians: Observational Study. *JMIR Mhealth Uhealth* 2020, 8(6):e18781, <https://doi.org/10.2196/18781>
- Hödl, O., Bartmann, C., [Kayali, F.](#), Löw, C., & Purgathofer, P. (2020). Large-scale audience participation in live music using smartphones. *Journal of New Music Research*, Volume 49, 2020 - Issue 2, p 192-207, <https://doi.org/10.1080/09298215.2020.1722181>
- [Kayali, F.](#), Schwarz, V., Luckner, N., & Hödl, O. (2020). Play it again - Digitale Musikinstrumente im MINT-Unterricht. *Journal für LehrerInnenbildung* 20 (1), p 54-66. [https://doi.org/10.35468/jlb-01-2020\\_04](https://doi.org/10.35468/jlb-01-2020_04)
- [Kayali, F.](#) (2020). The relation of play, fan culture and sports experience in the video game Destiny. *Well Played - a journal on video games, value and meaning*, 8(3), Special Issue on The Sporting Mindset. <https://doi.org/10.1184/R1/9914447>
- Schwarz, V., Götzenbrucker, G., [Kayali, F.](#), Grill, C., & Purgathofer, P. (2020). Voxel Generation: Raising awareness for informatics and society among students through a high-school game-design project. *Studies in Communication and Media*, 9(2020).

- 2019 Schwarz, V., Kayali, F., Schwarz, P. (2019). Kulturelle Bildung und die digitale Revolution – Empowerment durch Kreativität. *Schulheft 175/2019*, Kunst macht Schule Kulturelle Bildung in der (Hoch-)Schule.
- 2018 Kayali, F., Schwarz, V., Purgathofer, P., Götzenbrucker, G. (2018). Using Game Design to Teach Informatics and Society Topics in Secondary Schools. *Multimodal Technologies and Interaction*, Special Issue "Human Computer Interaction in Education", 2(4), 77; <https://doi.org/10.3390/mti2040077>
- Prahm, C., Kayali, F., Sturma, A., & Aszmann, O. (2018). PlayBionic: Game-based interventions to encourage patient engagement and performance in prosthetic motor rehabilitation. *PM&R The journal of injury, function and rehabilitation*, 10(11), 1252-1260. <https://doi.org/10.1016/j.pmrj.2018.09.027>
- Prahm, C., Kayali, F., Mörth, E., Sturma, A., & Aszmann, O. (2018). Smart Rehab: App-based rehabilitation training for upper extremity amputees – Case Report. *HaMiPla - Handchirurgie - Mikrochirurgie - Plastische Chirurgie* 50(6), 425-432. <https://doi.org/10.1055/a-0747-6037>
- Luckner N., Kayali F., & Purgathofer P. (2018). Game Mechanics to Further Engagement with Physical Activity. *Interaction Design and Architecture(s) Journal*, 36, Special Issue: Aging with ICTs in the 21st century, 43 - 57.
- Kayali, F., Hödl, O., Bartmann, C., Kühn, U., Wagensommerer, T., & Mateus-Berr. R. (2018). Learnings from an Iterative Design Process for Technology-Mediated Audience Participation (TMAP) using Smartphones. *EAI Endorsed Transactions on Creative Technologies*, 5(14).
- 2017 Peters, K., Kayali, F., Silbernagl, M., Lawitschka, A., & Hlavacs, H. (2017). A proposed framework for the collection of health-related data from Serious Games and Apps. *International Journal of Serious Games*, Special Issue on Applied Games & Accessibility, 4(2), 59-73.
- Prahm, C., Vujaklija, I., Kayali, F., Purgathofer, P., & Aszmann, O. (2017). Game-based Rehabilitation for Myoelectric Prosthesis Control. *JMIR Serious Games* 5(1), 1-13.
- 2016 Kayali, F., Schwarz, V., Götzenbrucker, G., & Purgathofer, P. (2016). Learning, Gaming, designing: Using Playful Participation to Create Learning Games together with High School Students. *Conjunctions: Transdisciplinary Journal of Cultural Participation* 3 (1). <https://doi.org/10.7146/tjcp.v3i1.23645>
- Kayali, F., Silbernagl, M., Peters, K., Mateus-Berr, R., Reithofer, A., Martinek, D., Lawitschka, A., & Hlavacs, H. (2016). Design Considerations for a Serious Game for Children after Hematopoietic Stem Cell Transplantation. *Entertainment Computing* 15 (2016), Special Issue on „Fun and Engaging Computing Technologies for Health”, 57-73.
- 2015 Kayali, F., Schwarz, V., Götzenbrucker, G., & Purgathofer, P. (2015). Design Principles for Social Impact Games. *eLearning Papers - The Open Education Journal*, 43, 1-12.
- Schwarz, V., Götzenbrucker, G., & Kayali, F. (2015). Du bist dran! Spielerisch die Welt verändern? Eine qualitative Längsschnittstudie und Spielintervention zum Thema Klassismus und Rassismus unter Wiener Jugendlichen mit ArbeiterInneneltern. *Diskurs Kindheits- und Jugendforschung*, 4, 445 - 461.
- 2009 Kayali, F. (2009). Pure Hardcore - wipEout HD and current game design. *Eludamos - Journal for Computer Game Culture* (2009), 3(1), 103-106.
- 2008 Kayali, F., & Purgathofer, P. (2008). Two Halves of Play. *Eludamos - Journal for Computer Game Culture*, 2 (1), 105-127.

## Editorship

- 2023 Göbl, B., Günther, E., & Kayali, F. (2023). *Computational Empowerment in der Praxis. Kreative Zugänge zu digitaler Bildung in der Sekundarstufe*. Booklet, University of Vienna and BMBWF (Austrian Ministry of Education and Science).
- 2022 Kayali, F. (2022). *SchulVerwaltung aktuell*, 6/2022. Schwerpunkt: Digitale Schule. Digitales Lernen.
- 2021 Gabriel, S., & Kayali, F. (2021). *SchulVerwaltung aktuell*, 6/2021. Schwerpunkt: Digitalisiertes Lernen.
- 2020 Kayali, F. (2020). *SchulVerwaltung aktuell*, 6/2020. Schwerpunkt: Digitalisierung.

## Conference Papers (peer-reviewed)

- 2023 Duviví, M., Lehner, R., [Kayali, F.](#), & T. Schartner (2023). Participatory Game-Design eines digitalen Educational Escape-Games in der Suchtprävention. *Tagungsband des E-Learning Day 2023*. FH Joanneum, 19 Sep 2023.
- Barberi, A., Buchner, J., Grabensteiner, C., Himpsl-Gutermann, K., [Kayali, F.](#), & C. Swertz (2023). Informatik, Medienpädagogik und Digitale Grundbildung? Inter- und transdisziplinäre Perspektiven. *Medien – Wissen – Bildung: Wissensdiversität und formatierte Bildungsräume. ÖFEB Conference*. University of Innsbruck, 23-24 Jun 2023.
- Eklund, L., Gluzman, R., Jorgensen, K., & [Kayali, F.](#), et al. Cultural heritage at play: Moral aspects. *DIGRA 2023*. Seville, 19-23 Jun 2023.
- Göbl, B. & [Kayali, F.](#) (2023). Towards Bridging the Gap between Participatory Design and Formal Education. *IDC 2023*. Northwestern University, Chicago, 19-23 Jun 2023.
- Göbl, B. & [Kayali, F.](#) (2023). Promoting future competencies and empowerment through the use of commercial off-the-shelf games in formal education. *Nordic DIGRA 2023*. Uppsala, 27-28 Apr 2023.
- 2022 Posekany, A., Haselberger, D., & [Kayali, F.](#) (2022). Assessing Students' Motivation in a University Course on Digital Education. *ICL Conference*. Vienna, 27-30 Sep 2022.
- Braun, C., [Kayali, F.](#), & Moser, T. (2022). Aufwände für Lehrende im Einsatz von 360-Medien in der Lehre. *Delfi Konferenz*. Karlsruhe, Germany, 12-14 Sep 2022. 10.18420/delfi2022-024
- Hödl, O., Rafetseder, A., Hu, P., & [Kayali, F.](#) (2022). STEAM for non-novice STEM students with Digital Musical Instruments. *Audio Mostly 2022*. St. Pölten, 06-09 Sep 2022.
- [Kayali, F.](#) (2022). Distance Learning während der COVID-19 Pandemie – Eine Bestandsaufnahme. *OEFEB Kongress 2022*. Graz, 20-23 Sep 2022.
- Günther, E., & [Kayali, F.](#) (2022). Soziale Gerechtigkeit und digitale Bildung zusammen denken. *OEFEB Kongress 2022*. Graz, 20-23 Sep 2022.
- Hu, P., Hödl, O., Reichl, P., [Kayali, F.](#), Eibensteiner, I., Taufner, B., Schefer-Wenzl, S., & Miladinovic, I. (2022). muco: A music computing learning application. *Sound and Music Computing 2022*. Saint-Etienne (France), 5-12 Jun 2022.
- Raab, A., Diketmüller, R., Guenther, E. A., Höger, B., [Kayali, F.](#), Guzman-Medrano, D., & Meier, S. (2022). Bildung und Ermächtigung von Jugendlichen zur reflexiven Gestaltung digitaler Gesundheitstechnologien. Online Tagung: *Materialität – Digitalisierung – Bildung*. FernUniversität Hagen, 25-26 Feb 2021.
- 2021 Steinböck, M., [Kayali, F.](#), Krendl, M., & Deschmann, F. (2021). Evoking Ambivalence through Game Design: Prototypes of a morally engaging game for ethics education. *FDG '21: Foundations of Digital Games*, 03-06 Aug 2021, fully online. ACM, New York, NY.
- Haselberger, D., Steinböck, M., & [Kayali, F.](#) (2021). Facilitating Interpersonal Exchange on Digital Transformations by Anchoring a MOOC in a Distance-Learning University Course. *FIE 2021: Frontiers in Education Conference*, Lincoln, USA, 13-16 Oct 2021.
- 2019 Peters, K., Bühner, S., Silbernagl, M., [Kayali, F.](#), Hlavacs, H., & Lawitschka, A. (2019). Evaluation of informative content of health data submitted through a mobile serious game. *IFIP International Conference on Entertainment Computing and Joint Conference on Serious Games*, ICEC-JCSG 2019, Arequipa, Perú, 11-15 Nov 2019. **Best Paper Award**
- Spiel, K., Bertel, S., & [Kayali, F.](#) (2019). Adapting Gameplay to Eye Movements – An Exploration with TETRIS. *The ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI PLAY) 2019*, Barcelona, Spain, 22-25 Oct 2019.
- [Kayali, F.](#), Luckner, N., & Purgathofer, P. (2019). Guidelines for Teaching Gameful Design. *Proceedings of Foundations of Digital Games, San Luis Obispo, California, USA, August 2019 (FDG'19)*, 6 pages. [https://doi.org/10.475/123\\_4](https://doi.org/10.475/123_4) **Best Poster Award**

- Steinböck, M., Luckner, N., Kayali, F., Proyer, M., & Kremsner, G. (2019). Cologon: A Game to Foster Communication Skills in Inclusive Education. *Proceedings of Foundations of Digital Games*, San Luis Obispo, California, USA, August 2019 (FDG'19), 6 pages. <http://dx.doi.org/10.1145/3337722.3341834>
- Kayali, F., Klein, P., Hödl, O., & Luckner, N. (2019). Digital Musical Instruments, Making and Learning. *Proceedings of the Teaching Artistic Research Conference*, Vienna, Austria, 28-30 Jun 2018, De Gruyter.
- Luckner, N., Kayali, F., & Purgathofer, P. (2019). Intentions vs reality - how strategies to create a more diverse HCI course fail. *The 9th International Conference on Communities & Technologies - Transforming Communities (C&T 2019)*, 3-7 Jun 2019, Vienna, Austria. ACM, New York, NY, USA, 4 pages. <https://doi.org/10.1145/3328320.3328379>
- Prahm, C., Kayali, F., Sturma, A., & Aszmann, O. (2019). MyoBeat: Using music and rhythm to improve prosthetic control in a mobile game for health. *IEEE 7th International Conference on Serious Games and Applications for Health (SeGAH)*, Kyoto, Japan, 5-7 Aug 2019.
- 2018 Luckner, N., Kayali, F., Purgathofer, P., Werner, K., Capatu, M., Mühlergger, V., & Schauer, V. (2018). Technological Interventions to Increase Mobility of Older Adults with Dementia. *Proceedings of the 6th International Conference on Serious Games and Applications for Health*, IEEE SeGAH 2018, Vienna, Austria, 16-18 May 2018.
- Kayali, F., Luckner, N., Purgathofer, P., Spiel, K., & Fitzpatrick, G. (2018). Design Considerations towards Long-term Engagement in Games for Health. *Proceedings of the Foundations of Digital Games FDG 2018*, Malmö, Sweden, 7-10 Aug 2018, ACM. <https://doi.org/10.1145/3235765.3235789> **Best Paper Candidate & Honorable Mention**
- Spiel, K., Kayali, F., Horvath, L., Penkler, M., Harrer, S., Sicart, M., & Hammer, J. (2018). Fitter, Happier, More Productive? The Normative Ontology of Fitness Trackers. *CHI EA '18 Proceedings of the 36th Annual ACM Conference Extended Abstracts on Human Factors in Computing Systems*.
- 2017 Prahm, C., Kayali, F., Vujaklija, I., Sturma, A., & Aszmann, O. (2017). Increasing motivation, effort and performance through game-based rehabilitation for upper limb myoelectric prosthesis control. *2017 International Conference on Virtual Rehabilitation (ICVR2017)*, Montreal, QC, 2017, pp. 1-6. doi: 10.1109/ICVR.2017.8007517 **Best Paper Award**
- Kayali, F., Hödl, O., Fitzpatrick, G., Purgathofer, P., Philipp, A., Mateus-Berr, R., Kühn, U., Wagensommerer, T., Kretz, J., & Kirchmayr, S. (2017). Playful Technology-Mediated Audience Participation in a Live Music Event. *The ACM SIGCHI Annual Symposium on Computer-Human Interaction in Play (CHI PLAY) 2017*, Amsterdam, NL, 15-18 Oct 2017.
- Hödl, O., Fitzpatrick, G., Kayali, F., & Holland, S. (2017). Design Implications for Technology-Mediated Audience Participation in Live Music. *Sound and Music Computing 2017*, Helsinki, Finland, 5-8 July 2017.
- Spiel, K., Bertel, S., & Kayali, F. (2017). Not another Z piece! Adaptive Difficulty in TETRIS. *ACM CHI 2017*, Denver, US, 6-11 May 2017. **ACM Honorable Mention (best 4% of submissions)**
- Kayali, F., Luckner, N., Werner, K., & Purgathofer, P. (2017). Ethical Considerations for Designing Technology for People with Dementia. *CHI 2017 Workshop „HCIXDementia: The Role of Technology and Design in Dementia”*, Denver, US, 6-11 May 2017.
- 2016 Hlavacs, H., Wöflle, R., Peters, K., Martinek, D., Kuczwar, J., Kayali, F., Reithofer, A., Mateus-Berr, R., Brunmair, B., Lehner, Z., & Lawitschka, A. (2016). Usability and Fun of the INTERACCT Client. *EAI International Conference on Games for WELL-being GOWELL 2016*, Budapest, HU, 14-15 Jun 2016, 8 pages.
- Prahm, C., Kayali, F., Sturma, A., & Aszmann, O. (2016). Recommendations for Games to Increase Patient Motivation During Upper Limb Amputee Rehabilitation. *Converging Clinical and Engineering Research on Neurorehabilitation II, Proceedings of the 3rd International Conference on NeuroRehabilitation (ICNR2016)*, 18-21 Oct, 2016, Segovia, Spain, pp. 1157-1161.
- Kayali, F., Bartmann, C., Hödl, O., Mateus-Berr, R., & Pichlmair, M. (2016). Poème Numérique: Technology-Mediated Audience Participation (TMAP) using Smartphones and High-Frequency Sound IDs. *Proceedings of the INTETAIN 2016 8th International Conference on Intelligent Technologies for Interactive Entertainment*, 28-30 June, Utrecht, NL.
- Spiel, K., Frauenberger, C., Makhaeva, J., & Kayali, F. (2016). Talking about Myself – Playful Inquiry into an Absent Life World. *CHI 2016 Workshop on „Games as HCI Method”*, San Jose, 7-12 May 2016.
- Hödl, O., Kayali, F., Fitzpatrick, G., & Holland, S. (2016). TMAP Design Cards for Technology-Mediated Audience Participation. *CHI 2016 Workshop on „Music and HCI”*, San Jose, 7-12 May 2016.

- 2015 Mateus-Berr, R., Brunmair, B., Hlavacs, H., Kayali, E., Kuczwarra, J., et al. (2015). Co-Designing Avatars for Children with Cancer. *Proceedings of the 3rd International Conference for Design Education Researchers*, Chicago, 1397-1417.
- Peters, K., Kayali, E., Lawitschka, A., Silbernagl, M., Mateus-Berr, R., Martinek, D., & Hlavacs, H. (2015). INTERACCT: Remote Data Entry System with Game-Elements for young Leukaemia Patients. *IEEE Healthcom 2015 17th International Conference on E-Health Networking, Application & Services*, Boston, 14-17 Oct 2015, 6 pages.
- Kayali, E. (2015). Educating secondary school teachers in game design and game-based learning. *Perspectives on Art Education Symposium. D'Art - Austrian Center for Didactics of Art, Textile & Design, University of Applied Arts Vienna*. 28-30 May 2015, 59 - 65.
- Peters, K., Kayali, E., Reithofer, A., Wölfle, R., Mateus-Berr, R., Kuczwarra, J., Lehner, Z., Lawitschka, A., Brunmaier, B., Martinek, D., Silbernagl, M., & Hlavacs, H. (2015). Serious Game Scores as Health Condition Indicator for Cancer Patients. *MIE2015 „Digital healthcare empowering Europeans” Conference*, Madrid, Spain. 27-29 May, 892-899.
- Kayali, E., Peters, K., Kuczwarra, J., Reithofer, A., Martinek, D., Wölfle, R., Mateus-Berr, R., Lehner, Z., Silbernagl, M., Sprung, M., Lawitschka, A., & Hlavacs, H. (2015). Participatory Game Design for the INTERACCT Serious Game for Health . *1st Joint International Conference on Serious Games (JCSG 2015)*, Huddersfield, UK. 3-4 June 2015, 13-25.
- 2014 Götsch, M., Kayali, E., Mateus-Berr, R., Mikeska, T., & Seirafi, K. (2014): Mobile Technology and Museum Education for Schools Theory, Study Results & Use Cases from the Project Art. *Lector, NODEM 2014 Conference & expo „Engaging Spaces - Interpretation, Design and Digital Strategies”*, Warsaw, Poland, 1-3 Dec 2014, 170-175.
- Kayali, E., Peters, K., Reithofer, A., Mateus-Berr, R., Lehner, Z., Martinek, D., Sprung, M., Silbernagl, M., Lawitschka, A., & Hlavacs, H. (2014). A Participatory Game Design Approach for Children After Cancer Treatment. *ACE 2014 workshop Designing Systems for Health and Entertainment: What are we missing?*. Funchal, Madeira, 11 Nov 2014.
- 2014 Nash, A., Purgathofer, P., & Kayali, E. (2014). Using Online Games in Transport: Grr-Grr-Bike Case Study. *TRB Annual Meeting Compendium of Papers*. 2014 Transportation Research Board Annual Meeting, Washington, D.C., 01 Dec 2014.
- Götzenbrucker, G., Schwarz, V., Kayali, E., Purgathofer, P., Pfeffer, J., & Franz, B. (2014). Social play for integration. How Viennese teenagers with different ethnical backgrounds play. „YourTurn! The Video Game” *Pre-Conference to ECREA's fifth European Communication Conference, ECC 2014 (Universidade Lusófona, Lisbon, Portugal)*, 11 Nov 2014
- Mosor, E., Schlager-Jaschky, D., Kayali, E., Hofstätter, J., & Stamm, T. (2014). Lebensnetz - Entwicklung eines Computerspiels zur Demenzprevention. *Tagungsband des 8. Forschungsforums der österreichischen Fachhochschulen*. 8. Forschungsforum der österreichischen Fachhochschulen; 23-24 Apr 2104, 5 pages.
- Kayali, E., Wallner, G., Kriglstein, S., Bauer, G., Martinek, D., Hlavacs, H., Purgathofer, P., & Wölfle, R. (2014). A Case Study of a Learning Game about the Internet. *Proceedings of the GameDays 2014*. GameDays 2014 - 4th International Conference on Serious Games, Darmstadt; 01-04 Apr 2104, Springer, 12 pages.
- 2013 Kayali, E., Luckner, N., Mateus-Berr, R., & Purgathofer, P. (2013). Play and Artistic Exploration. *Context Matters! Exploring and Reframing Games in Context. Proceedings of the 7th Vienna Games Conference*. FROG 2013 Vienna Games Conference, Vienna; 27-29 Sep 2013, new academic press, Wien, 288 - 300.
- Kayali, E., Luckner, N., Hödl, O., Fitzpatrick, G., Purgathofer, P., Stamm, T., Schlager-Jaschky, D., & Mosor, E. (2013). Elements of Play for Cognitive, Physical and Social Health in Older Adults. *Human Factors in Computing and Informatics*. SouthCHI International Conference on Human Factors in Computing & Informatics, Maribor; 1-3 Jul 2013, 296 - 313.
- Luckner, N., Kayali, E., Hödl, O., Purgathofer, P., Fitzpatrick, G., Mosor, E., Stamm, T., & Schlager-Jaschky, D. (2013). From Research to Design - Sketching a Game to Trigger Reminiscence in Older Adults. *Human Factors in Computing and Informatics*, SouthCHI International Conference on Human Factors in Computing & Informatics, Maribor; 1-3 Jul 2013, Springer, 617 - 624.
- 2012 Hödl, O., Kayali, E., & Fitzpatrick, G: (2012). Designing interactive audience participation using smart phones in a musical performance. *Proceedings Of The International Computer Music Conference 2012*. International Computer Music Conference 2012, Ljubeljana; 9-14 Sep 2012, 236 - 242.

- 2012 Schwarz, V., Franz, B., Götzenbrucker, G., Kayali, F., & Pfeffer, J. (2012). Intersections of identities in Europe's Turkish Immigration Youth: Questions of Ethnicity, Gender, Class and New Media. *Proceedings of the IPSA Madrid 2012, XXII World Congress of Political Science*. IPSA Madrid 2012, XXII World Congress of Political Science, Madrid, Spain, 14 pages.
- Kayali, F., Jahrmann, M., Schuh, J., & Felderer, B. (2012). Alternate Reality Games: Persuasion in Context. *Applied Playfulness. Proceedings of the 6th Vienna Games Conference FROG 2012*. FROG 2012 Vienna Games Conference, Vienna; 27-29 Sep 2013, new academic press, Wien, 253-266.
- Franz, B., Götzenbrucker, G., Kayali, F., Pfeffer, J., Schwarz, V., & Purgathofer, P. (2012). Young, Female and Turkish in Europe Today: Questions of Ethnicity, Gender, Class and the New Media. *Proceedings of the Gender, Bodies & Technology: (Dis)Integrating Frames*. Gender, Bodies & Technology: (Dis)Integrating Frames, Roanoke, Virginia (US), 26-28 Apr 2012, 18 pages.
- Franz, B., Götzenbrucker, G., Kayali, F., Pfeffer, J., Schwarz, V., & Purgathofer, P. (2012). New Media, Hip Hop, and Young Migrants: Social Capital, Entertainment and Political Articulation of Minority Groups. *Proceedings of the 53rd Annual International Studies Convention*. 53rd Annual International Studies Convention, San Diego, California (US), 1-4 Apr 2012, 17 pages.
- 2011 Kayali, F., & Schuh, J. (2011). Retro Evolved: Level Design Practice exemplified by the Contemporary Retro Game. *Proceedings of the DiGRA 2011, "Think Design Play", Conference on Play and Games*. DiGRA 2011, "Think Design Play", Conference on Play and Games, Utrecht, 14-17 Sep 2011, 14 pages.
- Kayali, F., Schwarz, V., Götzenbrucker, G., Pfeffer, J., Franz, B., & Purgathofer, P. (2011). Serious Beats: Transdisciplinary research methodologies for designing and evaluating a socially integrative serious music-based online game. *Proceedings of the DiGRA 2011, "Think Design Play", Conference on Play and Games*. DiGRA 2011, "Think Design Play", Conference on Play and Games, Utrecht, 14-17 Sep 2011, 19 pages.
- 2008 Kayali, F., & Pichlmair, M. (2008). Playing Music and Playing Games - Simulation vs. Gameplay in Music-based Games. *F.R.O.G. - Vienna Games Conference*. F.R.O.G. - Vienna Games Conference 2008, Vienna, 17-19 Oct 2008, Phaidra, Universität Wien, Vienna, 12 pages.
- Pichlmair, M., & Kayali, F. (2008). Intentions, Expectations and the Player. *Proceedings - the [player] conference*. the [player] conference, Copenhagen, 26-29 Aug 2008, IT University of Copenhagen, Copenhagen, 220 - 242.
- Kayali, F., Pichlmair, M., & Kotik, P. (2008). Mobile Tangible Interfaces as Gestural Instruments. *Creative Interactions - The MobileMusicWorkshop 2004 - 2008*. Mobile Music Workshop, Vienna, 13-15 May 2008, University of Applied Arts, 38 - 40.
- 2007 Pichlmair, M., & Kayali, F. (2007). Levels of Sound: On the Principles of Interactivity in Music Video Games. *Situated Play: Proceedings of the Third International Conference of the Digital Games Research Association DiGRA 2007*. DiGRA 2007: Situated Play, Tokyo, Japan, 24-28 Sep 2007, A. Baba (ed.), 424 - 430.

### Talks and Posters (peer-reviewed)

- 2022 Kayali, F. (2022). Distance Learning während der COVID-19 Pandemie – Eine Bestandsaufnahme. *OEFEB Kongress 2022*. Graz, 20-23 Sep 2022.
- Günther, E., & Kayali, F. (2022). Soziale Gerechtigkeit und digitale Bildung zusammen denken. *OEFEB Kongress 2022*. Graz, 20-23 Sep 2022.
- 2021 Raab, A., Höger, B., Kayali, F., Meier, S., & Diketmüller, R. (2021). Bildung und Ermächtigung von Jugendlichen zur reflexiven Gestaltung digitaler Gesundheitstechnologien. *Materialität - Digitalisierung - Bildung*, 25.2.2021, Distance University Hagen, online.
- Panel discussion: Motivation, Autonomie und Differenzierung im (Fremd-)Sprachenunterricht: Perspektiven für die Zukunft. Sprachendidaktik in Corona-Zeiten: Digitale Innovation oder Kreidezeit 4.0? *ÖGSD-Online Tagung*, 3 December 2021.
- Günther, E., & Kayali, F. (2021). Intersectional interference in digital literacy. *Sociological Knowledges for Alternative Futures*, 15th Conference of the European Sociological Association, 31 Aug - 3 Sep 2021, Barcelona, Spain.

- 2020 Steinböck, M., Spiel, K., Luckner, N., & Kayali, F. (2020). Playful Communication Modes for Inclusive Play. Extended Abstract and Poster. GamiFIN Conference 2020.
- 2019 Kayali, F., & Prahm, C. (2019). Using Augmented Reality Games in Phantom Limb Pain Therapy. *Games for Health Europe 2019*, Eindhoven, NL, 7-8 Oct 2019.
- Kayali, F., Hödl, O., & Löw, C. (2019). Digitale Musikinstrumente zur Förderung des Interesses an MINT Fächern. *Lehren und Lernen im Zeitalter der Digitalisierung Symposium*. ÖFEB Kongress 2019, Linz, 17-20 Sep 2019.
- 2018 Götzenbrucker, G., Schwarz, V., Kayali, F., & Purgathofer, P. (2018). Sparkling Games? A Reflection of Game-based Learning Approaches for Secondary School Students in Austria. 7th European Communication Conference, 31 Oct - 3 Nov 2018, Lugano, Switzerland.
- Kayali, F., & Prahm, C. (2018). Play Bionic: Game design for neuromuscular prosthesis training. *Games for Health Europe 2018*, Eindhoven, NL, 8-9 Oct 2018.
- Prahm, C., Kayali, F., Mörth, E., Sturma, A., & Aszmann, O. (2018). PlayBionic: Interaktive Rehabilitation für Patienten nach Nerventransfer oder Amputation der oberen Extremität. 59. Kongress der Deutschen Gesellschaft für Handchirurgie, Mannheim, Deutschland, 11-13 Oct 2018.
- Kayali, F., & Luckner, N. (2018). Project WAY-KEY, from an initial idea to a solution matching user needs. 12th Annual Conference on Health Informatics meets eHealth, 8-9 May 2018.
- Mateus-Berr, R., Delgado, J., Lerchbaumer, A., Kühn, U., Kayali, F., & Hödl, O. (2018). Breaking the Wall for Critical Requests on Digital Evolution 4.0. *INTERVENTIONS: Scientific and Social Interventions in Art Education European*. InSEA Congress 2018, Aalto University, Helsinki, 18-21 June 2018.
- 2017 Kayali, F., Hödl, O., & Mateus-Berr, R. (2017). The Art-based Research Project Breaking The Wall. Poster presentation: Open House 2017, Zentrum Fokus Forschung, University of Applied Arts Vienna, 25 Oct 2017
- Kayali, F. (2017). How to Design for Long-Term Engagement in Games for Health. *Games for Health Europe 2017*, Eindhoven, NL, 2-3 Oct 2017.
- 2016 Kayali, F., & Prahm, C. (2016). Using Games to Train Myoelectric Prosthesis Control. *Games for Health Europe 2016*, Utrecht, NL; 1-2 Nov 2016.
- Mateus-Berr, R., & Kayali, F. (2016). Sensing the Audience. 2016 International Visual Literacy Association (IVLA) conference, Montreal, CA, 5-8 Oct 2016.
- Kayali, F., Schwarz, V., Götzenbrucker, G., & Purgathofer, P. (2016). Identifying Learning Contents in Commercial Games. 10th Vienna Games Conference FROG 2016, Vienna, AT, 23-25 Sep 2016.
- Kayali, F. (2016). A Reflection of Game-based Learning Approaches for Secondary School Students. *Art and Design Education in Times of Change*. InSEA Regional Conference Vienna 2016, Vienna, AT, 22-24 Sep 2016.
- 2015 Hödl, O., Kayali, F., Fitzpatrick, G., & Holland, S. (2015). Towards Bridging The Gap In A Musical Live Performance. *Bridging the Gaps*. Vienna Talk 2015 on Music Acoustics, Vienna, 16-19 Sep 2015. In *Proceedings of the Third Vienna Talk on Music Acoustics (2015)*, S. 221.
- Kayali, F., Luckner, N., & Purgathofer, P. (2015). Long-time motivation strategies in games for health. *Games for Health Europe 2015*, Utrecht, NL, 1-4 Nov 2015.
- Kayali, F. (2015). Gaming Preferences of Children and Young Adolescents with Cancer. *Games for Health Europe 2015*, Utrecht, NL; 1-4 Nov 2015.
- Kayali, F. (2015). Abstracting Music to Game Mechanics, Abstract and Talk. Ludomusicology 2015 Conference, Utrecht, NL, 9-10 Apr 2015.
- 2014 Kayali, F. (2014). Using Explorative Design to Develop Health Game Concepts. *Games for Health Europe 2014*, Utrecht, NL; 27-28 Oct 2014.
- Peters, K., Kayali, F., & Hlavacs, H. (2014). INTERACCT: Serious Game Performance as Medical Condition Indication. 25th European Medical Informatics Conference (MIE2014), Istanbul, 31 Aug – 3 Sep 2014.
- 2013 Kayali, F. (2013). Reminiscence and Play - Designing a Game to Prevent Cognitive Decline. *Games for Health Europe 2013*, Amsterdam, 28-29 Oct 2013.



- Kayali, F., Purgathofer, P., Schwarz, V., & Götzenbrucker, G. (2013). Audience Creativity as Core Game Mechanic of a Social Impact Game. MASH 2013 conference on audience creativity, Maastricht, 4-5 Jul 2013.
- 2012 Fritz, S., Purgathofer, P., Kayali, F., Sturn, T., Wimmer, M. et al. (2012). Landspotting: Social gaming to collect vast amounts of data for satellite validation. European Geosciences Union General Assembly 2012, Vienna, 23 Apr 2012.
- Kayali, F. (2012). Interacct - Integrating Entertainment and Reaction Assessment into Child Cancer Therapy, Poster: Games for Health Europe, Amsterdam; 28-29 Oct 2012.
- Götzenbrucker, G., Pfeffer, J., Kayali, F., Schwarz, V., Purgathofer, P., & Franz, B. (2012). Promoting inter-ethnic social networks: 2nd generation migrants and majority Austrian teenagers playing a positive impact game. Abstract and Talk. *Networks of transnational and transcultural communication*, Dortmund, 22-24 Nov 2012.
- Götzenbrucker, G., Schwarz, V., Pfeffer, J., Kayali, F., Franz, B., & Purgathofer, P. (2012). Your Turn! The Video Game. A Facebook Game for (migrant) teenagers' communication and social integration in Vienna. Abstract and Talk. ECREA 2012: 4th European Communication Conference, Istanbul, 24-27 Oct 2012.
- Kayali, F., Purgathofer, P., Götzenbrucker, G., Schwarz, V., Franz, B., & Pfeffer, J. (2012). Designing for Social Impact. How the social network game YourTurn! furthers inter-cultural communication. Abstract and Talk. *Experiencing Digital Games: Use, Effects & Culture of Gaming*. ECREA 2012 Pre-Conference; Istanbul, 23.24 Oct 2012.
- Götzenbrucker, G., Schwarz, V., & Kayali, F. (2012). Sharing Music - playing life. Young Viennese 2nd generation migrants playing a cooperative positive impact game. Abstract and Talk. Digital Crossroads Conference, Utrecht, 28-30 June 2012.
- 2012 Kayali, F., Purgathofer, P., Schwarz, V., & Götzenbrucker, G. (2012). Multikulturalität, Integration und jugendliche Lebenswelten in Wien. Poster: FROG 2012 Vienna Games Conference, Wien, 12-13 Oct 2012.
- Kayali, F., Purgathofer, P., Götzenbrucker, G., Schwarz, V., Harrer, S., Pfeffer, J., & Franz, B. (2012). Creative Play and Social Impact. Extended Abstract and Talk: *Games+Learning+Society (GLS) Conference 8.0*, Madison, Wisconsin (US), 13-15 Jun 2012. In *GLS 8.0 Conference Proceedings*, ETC Press (2012), 509 - 510.
- 2011 Götzenbrucker, G., Schwarz, V., Franz, B., Kayali, F., Pfeffer, J., & Purgathofer, P. (2011). Serious Beats. Eine Analyse der integrationsstiftenden Potenziale von sozialen Netzwerken und Online-Spielen für jugendliche MigrantInnen der zweiten und dritten Generation in Wien. Abstract and Talk. *Identity - Diversity – Integration*. 1st Vienna Forum of Social Sciences, Vienna, 21-23 Jul 2011.
- Schwarz, V., Götzenbrucker, G., & Kayali, F. (2011). Socially integrative effects of Online Social Games on young adolescent migrants in Vienna. Abstract and Talk. *multi.player*. 2011 International Conference on the Social Aspects of Digital Gaming, Stuttgart, 21-23 Jul 2011.
- 2008 Kayali, F. (2008). Playing Music. Abstract and Talk. Computer Space 2008 conference, Sofia, 31 Oct – 02 Nov 2008.
- 2005 Kayali, F. (2005). Sonic-Image, audiovisual synchronisation at live performances. Poster. *AudioKult und Hypersound? Ästhetik und Kultur digitaler Audiomedien*. Hyperkult XIV conference, Lüneburg, 14-16 June 2005.

### Invited Contributions (without peer-review)

- 2023 Kayali, F. (2023). Lernspiele zu „Informatik & Gesellschaft“ gestalten. In B. Göbl, E. Günther & F. Kayali (Eds.), pp. 14-15). *Computational Empowerment in der Praxis. Kreative Zugänge zu digitaler Bildung in der Sekundarstufe*. Booklet, University of Vienna and BMBWF (Austrian Ministry of Education and Science).
- Göbl, B., & Kayali, F. (2023). Game Dev Tycoon. Ein spielerischer und reflektiver Zugang zum Design digitaler Medien am Beispiel von Computerspielen. In A. Preisinger & M. Steinböck (Eds.). *Digital Citizenship Education- mündige Bürger:innen im Digitalen Zeitalter*. Booklet, Vienna: Edition polis.
- 2022 Kayali, F. (2022). Ein Politik-Simulator für die Hosentasche. In S. Ancuta & A. Preisinger (Eds.). *Digitale und analoge Politiksimulatoren*. Wien: Edition polis.

## Game Releases and Artistic Works

- 2019 **COLOGON** (distributed mobile game for inclusive education)  
Best Poster award at the Foundations of Digital Games Conference FDG 2019, San Luis Obispo, CA, 26-30 Aug 2019.
- 2018 **MyoBeatz** (game for health)  
Finalist for Most Innovative and Most Significant Impact at the Games for Change Festival 2018, NY.
- WAY-KEY - Accessibility and Usability** (mobile app)  
Transport Research Arena TRA Vienna 2018, A digital era for transport. Apr 16-19 2018.
- Breaking The Wall** (art-based research project)  
UNDERSTANDING ART & RESEARCH, Dunedin School of Art / University of Applied Arts Vienna
- 2017 **Breaking The Wall** (interactive sound performance)  
Ars Electronica Festival, Linz, 7 Sep 2017
- Breaking The Wall** (interactive sound performance)  
Kuppelsaal, TU Vienna, 2 Jun 2017
- AAA Profiler** (interactive media installation)  
Appdate, Neuwerk, Konstanz, 19 – 26 Jan 2017
- 2016 **Sparkling Games** (student game projects)  
shown at Schule@GameCity, GameCity 2016, Vienna.
- 2015 **Breaking The Wall** (art-based research project)  
CONTEMPORARY CODE: ARTISTIC RESEARCH, University of Applied Arts Vienna / City University of Hong Kong
- INTERACCT** (mobile e-health game)  
[<http://www.www.interacct.at>], Winner of the Occursus Award for Communication and the eAward 2017
- 2014 **Lebensnetz** (mobile e-health game)  
[<http://www.lebensnetz.at>]
- INTERACCT Partizipatorisches Design in einem interdisziplinären Kontext**  
shown at Design acts!, :galeriefreihausgasse, Villach
- Art.Lector** (educational tablet application)  
[<http://www.fluxguide.com>], Winner of the ZIT Smart Call Vienna
- 2013 **Internet Hero** (educational game)  
[<http://www.playthenet.at>]
- Play & Prosume** (interactive media installation / augmented reality interface)  
Kunsthalle project space [<http://trans-techresearch.net/tef/>]
- 2012 **YourTurn! The Video-Game** (social impact game on Facebook)  
shown at GameCity 2012, [<http://yourturn.fm>]
- 2011 **AAA Profiler** (interactive media installation)  
SCHAURAUM Angewandte, quartier 21, Museumsquartier Vienna, Austria [<http://ludic.priv.at/AAA>]
- 2010 **Radio Flare REDUX HD** (iPad game)  
Published by Chillingo (Electronic Arts)
- Radio Flare REDUX** (iPhone game)  
Published by Chillingo (Electronic Arts)

- 2009 **Zombies vs. Sheep** (iPhone game)  
Published by Chillingo (Electronic Arts)
- 2008 **Radio Flare** (iPhone game)  
self-published, Finalist at IndieCade 2009 and the Independent Games Festival 2009, Europrix Seal of Quality
- bagatelle concrète. a modified pinball machine** (interactive media installation)  
shown at *Homo Ludens Ludens*, LABoral Centro de Arte y Creación Industrial, Gijón, Spain and at the Coded Cultures Festival, Museumsquartier Vienna, Austria
- 2007 **Gestural Instruments** (Nintendo DS sound toys) presented at dorkbot#3, Metalab, Vienna and the 5th International Music Workshop 2008, Vienna
- 2005 **POSE** (interactive media installation)  
displayed at the *Echo* exhibition, Ragnahof, Vienna, Austria
- 2004 **Sonic~Image** (audio/video performance software)  
Used as a DJ with Phal/drK and as a visual artist in a series of national and international performances
- 2003 **Der Kapelan**  
musical score for a theater play
- 2002 **Landschaften erzählen** (TV Production)  
with Erich Schleyer, shown on Austrian station TW-1
- 2001 **Stopschild** (animated short movie)