

List of Publications and Works

Edited Books and Journals

- 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 Berger, E., Grabensteiner, C., Hofbauer, C., Kayali, F., et al. (2022). *Lehren, Lernen, Leistungsfeststellung – digital ermöglichen*. Forum Neue Medien. Books on Demand GmbH, 2022.
- 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.

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.). *Didaktik in einer Kultur der Digitalität. 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. Schrittemser, J. Köhler & M. Holzmayr (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. Alßmann, 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., Jahrmann, M., Felderer, B., & Ortner, J. (2013). Persuasion and Play - Towards an Augmented Reality Exhibition Interface. In M. Jahrmann & B. Felderer (Eds., pp. 75-83). Play and Prosume, Schleichende Werbung und schnelle Avantgarde. Verlag für moderne Kunst, Nürnberg.

Contributions in Teacher-oriented Publications

- 2025 Kayali, F. (2025). VU Digitale Transformationen. Course concept. Open Access publication in phaidra. <https://phaidra.univie.ac.at/detail/o:2114662>
- 2024 Herczeg, P., Steinacher, R., Forgó, N., Leichtfried, M., ..., Kayali, F., et al. (2024). Guidelines der Universität Wien zum Umgang mit Künstlicher Intelligenz (KI) in der Lehre (2. ed.). Open Access publication in phaidra. <https://phaidra.univie.ac.at/detail/o:2092606>
- Kayali, F., Motschnig, R., Göbl, B., Günther, E., Yüksel-Arslan, P., et al. (2024). Empfehlungen zur Integration digitaler Kompetenzen in die Curricula des Lehramtsstudiums. Fnma Magazine 2024, p 23-25.
- 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*. Vienna: Edition polis.
- Kayali, F. & Haselberger, D. (2022). Dorothy und die Zauberer der Digitaltechnik: Zur Dialektik der digitalen Bildung. *Schulheft*, 188, p 31-40.

Publications in Scientific Journals

- 2026 Sailer, P., Kreamsner, T., Knipp, F.H., & Kayali, F. (2026). Motivation without Overload: Adaptive Gamification with gAmIcode for Non-Technical Web Development Learners. *Communications in Computer and Information Science* (accepted). Springer Nature.
- Sailer, P., & Kayali, F. (2026). Two Years, Six Classes, One Question: Does the Flipped Classroom Make a Difference? *Communications in Computer and Information Science* (accepted). Springer Nature.
- 2025 Yüksel-Arslan, P., Plant, C. & Kayali, F. (2025). Empowering Marginalized Communities through the Digital Transformation Course. *Frontiers in Education* 10 - 2025. <https://doi.org/10.3389/feduc.2025.1534104>
- Reiter, L., Jörling, M., Fuchs, C., Working group “Artificial Intelligence” (member: Kayali, F.) & Böhm, R. (2025). Student (Mis)Use of Generative AI Tools for University-Related Tasks. *International Journal of Human-Computer Interaction*, p 1-14. <https://doi.org/10.1080/10447318.2025.2462083>
- 2024 Duvivié, M., Lehner, R. & Kayali, F. (2024). Participatory Design of an Educational Escape Game about Alcohol and Partying: Lessons Learned from Co-Designing with young learners. *DAC – Digital Journal of Arts and Cultural Studies* 2 (submitted).

- Jovicic, S., Göbl, B., Verstappen, S. & Kayali, F. (2024). Designing amidst uncertainty: drifting and byproducts in the intersection of anthropology and computer science. *CoDesign* 1571-0882. p 16.
- Bressler, M., Merk, J., Gohlke, T., Kayali, F., et al. (2024). A Virtual Reality Serious Game for the Rehabilitation of Hand and Finger Function: Iterative Development and Suitability Study. *JMIR Serious Games* 12(2024). <https://games.jmir.org/2024/1/e54193>
- Eklund, L., Gluzman, R., Jorgensen, K., Kayali, F., et al. (2024). Games for the Pluriverse: Exploring the Use, Opportunities, and Problems of Drawing from Local Cultural Heritage in Video Games. *Games and Culture* 0(o). <https://doi.org/10.1177/15554120241234126>
- Braun, C., Steinböck, M., Haselberger, D., & Kayali, F. (2024). Didaktische Szenarien im Bereich Produktionstechnologien. Eine explorative Erhebung zur Nutzung von neun Lehr- und Lernräumen in Wien und Niederösterreich. *Medienpädagogik* 56, p 217-241. <https://doi.org/10.21240/mpaed/56/2024.01.12.X>
- 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 - 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
- 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 Kayali, F. (2019). 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., 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.

Conference Papers (peer-reviewed)

- 2026 Duvvié, M., Kayali, F. (2026). Fostering motivation, interest and self-efficacy in STEM: studying effects and youths' experiences of six STEM learning stations. *SITE Conference 2026*. Philadelphia, 23-27 Mar 2026.
- Weixelbraun, P., Göbl, B., Iversen, O., Kayali, F. (2026). Listen to the Teachers: Research-Based Personas for Translating Classroom Realities into Actionable HCI Design. *CHI 2026*. Barcelona, 13-17 Apr 2026.
- 2025 Sailer, P., Kreamsner, T., Knipp, F.H., & Kayali, F. (2025). Enhancing Learning with Gamification: Empowering Students in Web Development Education. *Proceedings of the 17th International Conference on Computer Supported Education* Vol. 2, 557-568. doi=10.5220/0013354800003932
- Kayali, F., Schwarz, V., Luckner, N., & Hödl, O. (2025). Digital Musical Instruments in STEM Teaching and Learning. *SITE Conference 2025*. Orlando, 17-21 Mar 2025.
- Kayali, F., Dolezal, D., Motschnig, R., Yüksel-Arslan, P., Günther, E., & Göbl, B. (2024). Recommendations for the promotion of digital skills into teacher training curricula. *SITE Conference 2025*. Orlando, 17-21 Mar 2025.
- 2024 Weixelbraun, P.F., Göbl, B., Steinböck, M., Duvvié M., & Kayali, F. (2024). Discussing the Protagonist Role of Students in Game-Based Learning. *Proceedings of the ACM on Human-Computer Interaction* Vol. 8, Issue CHI PLAY. <https://doi.org/10.1145/3677065>

- Braun, C., [Kayali, F.](#), & Moser, T. (2024). Designing didactic scenarios for laboratory teaching: Guidelines for developing meaningful virtual tours. *EdMedia Brussels 2024*. Brussels, 1-5 Jul 2024.
- 2023 Duvivié, 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.
- 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.
- Posekany, A., Nöhrer, G., Haselberger, D., & [Kayali, F.](#) (2023). Analyzing Students' Motivation for Acquiring Digital Competences. *FIE 2023*. Houston, TX, 18-21 October 2023.
- Yüksel-Arslan, P., Nöhrer, G., [Kayali, F.](#) (2023). Evaluating Students' Learning Expectations and Concerns in a University Course on Digital Transformations in the Framework of Learning Objective Taxonomies. *FIE 2023*. Houston, TX, 18-21 October 2023.
- Yüksel-Arslan, P., [Kayali, F.](#) (2023). Exploring the Design and Implementation of a Robotic-Coding Camp in Teacher Education. *FIE 2023*. Houston, TX, 18-21 October 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., Diktmüller, 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 **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. <https://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., Wölfle, 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, F., 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, F., 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, F. (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, F., 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, F., 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, F., 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, F., 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, F. (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, F., 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, F., 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, F., 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, F., 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, F., 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, F., 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, F., & 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, E., & 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.
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- Franz, B., Götzenbrucker, G., Kayali, E., 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, E., 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, E., & 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, E., 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, E., & 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, E. (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, E., 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, E. (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.

Abstracts and Posters (peer-reviewed)

- 2022 Schäfer, M., Braun, C., Barthold-Beß, S., Kayali, E., Mindroc-Filimon, D., et al. (2023). How to develop a virtual tour in medical physics. *Physica Medica*104S1 (2022) S1-S204.
- Kayali, E. (2022). Distance Learning während der COVID-19 Pandemie – Eine Bestandsaufnahme. *OEFEB Kongress 2022*. Graz, 20-23 Sep 2022.
- Günther, E., & Kayali, E. (2022). Soziale Gerechtigkeit und digitale Bildung zusammen denken. *OEFEB Kongress 2022*. Graz, 20-23 Sep 2022.
- 2021 Raab, A., Höger, B., Kayali, E., 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, E. (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. In Proceedings of the Third Vienna Talk on Music Acoustics (2015), p. 221. Vienna Talk 2015 on Music Acoustics, Vienna, 16-19 Sep 2015.
- 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.

Conference/ Panel/ Workshop Organization

- 2025 Game Design and Game Development with digital games. Workshop at the Centre for Teacher Education, organized with M. Steinböck & E. Seker. Vienna, 29 Apr 2025.
- Foundation of Digital Games 2025. Accessible worlds united through play. Conference organization. University of Vienna and TU Graz. 15-18 Apr 2025.
- 2023 Digitales Symposium: Lehren, Lernen, Leistungsfeststellung – digital ermöglichen. Conference. AG Weiterbildung im Verbund Nord-Ost (online). 5 May 2023.
- 2020 Prototypische Szenarien für den Einsatz von Lernplattformen in verschiedenartigen fachdidaktischen Kontexten. Workshop. PH NÖ / Universität Wien (Online), 4 Jun 2020.
- 2017 Symposium Breaking the Wall. Organisation of a symposium at the Ars Electronica Festival 2017, Linz, 09 Jul 2017.
- Tools to support self-determined mobility for people with dementia. Moderator of a workshop at the eHealth Summit Austria, Vienna, Austria, 23-24 May 2017.

- 2012 Positive Impact Games. Moderation and organization of a peer-reviewed panel at Game Over. Was jetzt? Vom Nutzen und Nachteil des digitalen Spiels für das Leben. FROG 2012, 6th Vienna Games Conference, Vienna, Austria, 12-13 Oct 2012.
- 2011 Independent game design and tactics of persuasion. Moderation and organization of a panel at Play and Prosume, Technology, Exchange and Flow Expert Seminar. Kunsthalle Project Space, Vienna, Austria, 13 Jul 2011.

Keynotes, Invited Talks and Panel discussions

- 2025 Kayali, F. (2026). Computational Empowerment und digitale Spiele in der Bildung. Keynote. *Ars Electronica, eEducation Praxistage*. Linz, 4-5 Sep 2025.
- Kayali, F. (2025). Pushing the boundaries of Computational Empowerment in children. Invited talk. *Interaction Design and Children Conference (IDC) Conference 2025*. Reykjavik, 23-26 Jun 2025.
- Kayali, F., Dormans, J., & Bidarra, R. (2025). Workshop on Live Game Design. Panel discussion. *Foundation of Digital Games (FDG) Conference 2025*. Vienna and Graz, 15-18 Apr 2025.
- Kayali, F. (2025). StableHandVR - Virtual Reality Training for Restoring Hand and Finger Function. Invited talk. *Games for Health Europe*. Eindhoven, 31 Mar – 1 Apr 2025.
- Kayali, F. (2025). Digitale Bildung und Computational Empowerment. Keynote. 3. Tagung Lernvideos in der Mathematik, Werkzeug der Zukunft? Vienna, 20-22 Feb 2025.
- 2024 Kayali, F. (2024). Dig!doc – Gelingensbedingungen einer digitalen (Grund-)Bildung. Second Summit Bildungsforschung (Research on Education). Invited talk. Vienna, 9 Dec 2024.
- Kayali, F. (2024). KI in Bildung und Beratung. Keynote. Tagung der AK NÖ. Lower Austria, 5 Dec 2024.
- Kayali, F. (2024). Computational Empowerment & Playful Learning. Keynote. *Kolleg – Didaktik:digital*. Joachim Herz Stiftung. Vienna, 10 Oct 2024.
- Kayali, F., Günther, E., & Göbl, B. (2024). Eine Frage des Empowerments? (Fehlende) Ansätze für eine diversitätssensible digitale Bildung auf Basis eines integrativen literature review. Invited talk. *ÖFEB Conference 2024*. Graz, 24-27 Sep 2024.
- Kayali, F., Höfler, E., Gabriel, S., Brandhofer, G. et al. (2024). Von Media Literacy zu AI Literacy. Panel discussion. *ÖFEB Conference 2024*. Graz, 24-27 Sep 2024.
- Kayali, F., Kulcke, G., Sertl, M., & E. Neureiter (2024). Digitalisierung & Bildung. Ein problematisches Verhältnis. Panel discussion. *FAKTory*. University of Vienna, 04 Mar 2024.
- 2023 Barberi, A., Buchner, J., Grabensteiner, C., Himpsl-Gutermann, K., Kayali, F., & C. Swertz (2023). Informatik, Medienpädagogik und Digitale Grundbildung? Inter- und transdisziplinäre Perspektiven. Panel discussion. *Medien – Wissen – Bildung: Wissensdiversität und formatierte Bildungsräume*. *ÖFEB Conference*. University of Innsbruck, 23-24 Jun 2023.
- Kayali, F. (2023). Digitales Spielen & Computational Empowerment. Invited talk and panel discussion. *Forward – gemeinsam weiterdenken*. FH Vorarlberg, May 2023.
- Kayali, F., Gallian, A., Moser, K., Schmid, E. (2023). Technologie und Wahrung der Grundrechte. Panel discussion. *UNESCO Talk: Technologie & Bildung, Wie verändert sich der Bildungssektor bis 2030?* Vienna, 16 May 2023.
- Kayali, F. (2023). Prüfungsimmanente Formate. Invited talk. Digitales Kolloquium: Lehren, Lernen, Leistungsfeststellung – digital ermöglichen. PH NÖ (online). 02 Mar 2023.
- Kayali, F. (2023). Computational Empowerment and Play in Education. Invited talk. University of California Santa Cruz. 7 Mar 2023.
- Kayali, F. (2023). Computational Empowerment in der Bildung. Keynote. *Symposium Interdisziplinär Kreisen*, University of Applied Arts, Vienna, 16 Feb 2023.
- Dwulit, K., Kayali, F., Raab, S. (Minister), Schulyok, M., Spiel, C. (2023). Quo vadis, Schulbuchaktion? Ein Vorzeigeprojekt erfolgreich in die digitale Zukunft führen. Panel discussion. ABÖ-Café (Allianz Bildungsmedien Österreich). 26 Jan 2023.

- 2022 Gaisch, M., Günther, E., Kayali, F., Willner, S. (2022). Tablets für Mädels und das war's? Panel discussion. 2. Round Table, Initiative Digitalisierung Chancengerecht (IDC). 28 Nov 2022.
- 2021 Hödl, O., Kayali, F. (2021). Digitale Musikinstrumente in der MINKT-Bildung. Invited talk. Ästhetisch-künstlerische Auseinandersetzungen mit digitalen Medien im Schulunterricht, Symposium der AG Medienkultur und Bildung, Leuphana Universität Lüneburg, Online, 17 Jun 2021.
- Hörmann, G., Kayali, F., Rosemann, E. (2021). Die digitale Bildung von morgen – zwischen Schulbuch und Suchmaschine. Invited talk and panel discussion. FWF „Am Puls“-Wissenschaftstalk, Ars Electronica, Linz, 08-13 Sep 2021.
- Ehlers, U., Kayali, F. (2021). Wie erlernen und vermitteln wir Future Skills in der Hochschulpraxis? Keynote interview. Bologna-Tag 2021, Austria, Online, 17 Mar 2021.
- 2020 Kayali, F. (2020). Digitale Aufklärung: Welches Wissen erfordert das digitale Zeitalter? Keynote. University Meets Industry Conference, Postgraduate Center, University of Vienna, 28 Apr 2020.
- Kayali, F. (2020). Was können wir aus Spielen lernen? Invited public talk. European Researchers Night, Vienna, Austria, 27 Nov 2020.
- Kayali, F. (2020). Was können wir aus Spielen lernen? Invited public talk. Kinderuni, University of Vienna, Vienna, Austria, 08 Jul 2020.
- 2019 Kayali, F. (2019). Spiel, Musik, Performance und Lernen. Keynote. Tagung Bundesarbeitsgemeinschaft Theater in der Schule, Salzburg, Austria, 08 Nov 2019.
- Kayali, F. (2019). Von Computational Thinking zu Computational Empowerment. Keynote. Informatiktag 2019, TU Wien, Vienna, Austria, 3 Oct 2019.
- Kayali, F. (2019). Playful Digital Musical Instruments in STEAM Education. Invited talk. Serious Play Conference 2019, Montreal, 8 Oct 2019.
- Kayali, F. (2019). Games, Gamification und spielerische Technologienutzung im Unterricht. Invited talk. OeAD macht Schule-Fachtagung, Vienna, Austria, 30 Apr 2019.
- Kayali, F. (2019). Spielerische Kommunikation zur Förderung von Diversität. Keynote. Serious Games for a Humane Europe conference, Vienna, Austria, 13 Jun 2019.
- Kayali, F. (2019). Game design and playful music interaction as methods of project-based teaching. Keynote. Learning Music Through Play in Out-of-School Context, International Seminar, Quebec City, CA, 13-15 Apr 2019.
- Kayali, F. (2019). Digitale Kompetenzen für die Schule 4.0. Invited talk. Centre for Teacher Education, University of Vienna, 8 Apr 2019.
- 2018 Kayali, F., Prahm, C. (2018). Can I Lend You a Hand? How to Make Engaging Games for Neuromuscular Prosthesis Training. Invited talk. Games for Change Festival 2018, New York, US, 28-30 Jun 2018.
- 2017 Kayali, F. (2017). Compliance in Rehabilitation, Therapie und Prävention. Invited talk. Workshop zur Zukunft der Krankenhausplanung, Vienna, 11 Oct 2017.
- Kayali, F. (2017). MINT-Förderung im Projekt Sparkling Instruments. Invited talk. New Skills Conference, WKÖ, Vienna, 20 Nov 2017.
- Kayali, F. (2017). Breaking The Wall. Invited talk. Research Salon - Artificial Intelligence, University of Applied Arts Vienna, 11 Dec 2017.
- Kayali, F. (2017). Playful Interfaces for Audience Participation and Artistic Expression in Musical Live Performances. Opening lecture. Symposium Breaking The Wall, Ars Electronica Festival 2017, Linz, 09 Jun 2017.
- Kayali, F. (2017). Promoting Mobility in Way-Key. Invited talk. Vernetzungstreffen Mobilität und Demenz, Vienna, 21 Jul 2017.
- Kayali, F. (2017). Die Digitalisierung der Zukunft – Ein Blick über den Tellerrand. Invited talk. Workshop zur Zukunft der Krankenhausplanung, Vienna, 3 Sep 2017.
- 2016 Götzenbrucker, G., Kayali, F., Purgathofer, P., Schwarz, V. (2016). It's 'Your Turn!' Effects of a cooperative social impact game on young Viennese 2nd generation immigrants and native Austrians. Invited talk. Final Symposium - WWTF Diversity & Identity Projects 2010/2011, University of Vienna, 15 Nov 2016.

- Kayali, F. (2016). Sparkling Games. Invited talk. Sparkling Impacts – Von Sparkling Science zu Open Innovation. Sparkling Science-Tagung, Vienna, AT, 14 Nov 2016.
- Kayali, F. (2016). A Serious Game to Further Cultural Diversity. Invited talk. Games and Play research seminar, Utrecht University, 23 Mar 2016.
- Kayali, F. (2016). YourTurn! Designing for Diversity. Invited talk. Central European Games Conference 2016, University of Vienna, 17-21 Jan 2016.
- 2015 Kayali, F. (2015). Game Design for Social Impact. Invited public talk. FROG 2015 - 9th Vienna Games Conference, 1-3 Oct 2015.
- 2013 Kayali, F. (2013). Digitale Spiele zwischen Kunst und Mainstream: Gestaltung und Produktion. Keynote. Digitale Grundkompetenzen in den Kreativfächern: Gaming-Welten. Arbeitstagung, Mattsee; 28-30 Oct 2013.
- Kayali, F. (2013). Demo Spotlight: Lebensnetz. Invited talk. 10th Annual Games for Change Festival, New York; 27-29 Jun 2013.
- Kayali, F. (2013). What do the movie Inception and Alternate Reality Games have in common? Invited talk. Play & Prosume: schleichender Kommerz und schnelle Avantgarde, Wien, 6-17 Mar 2013.
- 2012 Kayali, F. (2012). YourTurn! Designing a Music Game for Social Impact. Invited talk. 9th Annual Games for Change Festival, New York, 18-20 Jun 2012.
- Kayali, F. (2012). Games 4 Resilience. Invited talk. Gaming with a Purpose Salon, Subotron, Vienna, 17 Feb 2012.
- Kayali, F. (2012). Positive Impact Games. Invited talk. Gaming with a Purpose Salon, Subotron, Vienna, 13 Apr 2012.
- 2011 Kayali, F. (2011). Fuck the magic circle! Do we need game ethics? Invited talk. AMAZE Games Culture Circle, Wien, 30 Sep 2011.
- 2009 Kayali, F. (2009). Art, Music and Technology - an iPhone showcase. Invited talk. IndieCade 2009 Festival, Culver City, California, USA, 03 Oct 2009.
- 2007 Kayali, F. (2007). Homebrew Music Game Development. Invited talk. dorkbot vienna #3 hacking game machines, Metalab, Vienna, Austria, 23 June 2007.

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)
[\[http://www.wwww.interacct.at\]](http://www.wwww.interacct.at), Winner of the Occursus Award for Communication and the eAward 2017
- 2014 Lebensnetz (mobile e-health game)
[\[http://www.lebensnetz.at\]](http://www.lebensnetz.at)
- INTERACCT Partizipatorisches Design in einem interdisziplinären Kontext
 shown at Design acts!, :galeriefreihausgasse, Villach
- Art.Lector (educational tablet application)
[\[http://www.fluxguide.com\]](http://www.fluxguide.com), Winner of the ZIT Smart Call Vienna
- 2013 Internet Hero (educational game)
[\[http://www.playthenet.at\]](http://www.playthenet.at)
- Play & Prosume (interactive media installation / augmented reality interface)
 Kunsthalle project space [\[http://trans-techresearch.net/tef/\]](http://trans-techresearch.net/tef/)
- 2012 YourTurn! The Video-Game (social impact game on Facebook)
 shown at GameCity 2012, [\[http://yourturn.fm\]](http://yourturn.fm)
- 2011 AAA Profiler (interactive media installation)
 SCHAURAUM Angewandte, quartier 21, Museumsquartier Vienna, Austria [\[http://ludic.priv.at/AAA\]](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, Gijon, 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)