

PLAY  
MEETS  
ART  
AND  
SCIENCE



L-Università  
ta' Malta

Institute of Digital Games  
[um.edu.mt/digitalgames](http://um.edu.mt/digitalgames)

# INSTITUTE OF DIGITAL GAMES

ANNUAL REPORT 2022-23

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## Excellence in Highlights

- Ranked in Top 10 in Technical Games Research globally – 5th place in **2023**
- MSc in Digital Games: Top 25 Game Design Schools – Princeton Review: 22nd place in **2022**
- **10 years** since the institute was founded
- Published more than 400 papers since **2013**
- Researchers have received more than 23,000 citations (h-index: 170) collectively
- Attracted over 9 million Euro of research funding to UM since **2013**
- Participated in projects worth of 30 million Euro in total
- Submitted 51 H2020 project proposals with a success rate of 19.6% (11.95% EU average). Also submitted 12 National and ERASMUS proposals (100% success rate)
- Academics delivered over 200 Keynotes and talks and over 15 national and international media appearances since **2021/22**
- Received over 20 awards for papers in top-tier conferences/journals and games
- IDG grew from 4 members to 27 members within 8 years of operations.
- Synergies with 14 different UM departments, faculties, and institutes.
- Released 24 games which received broad exposure outside of project deliverables
- 3 Alumni have released games that have been nominated or won awards
- Increased industry collaboration (Unity Centre of Excellence) and cross-departmental synergies at University of Malta
- Modl.ai, a spin-out of IDG in **2018**, is now listed within the top 100 most innovative AI companies worldwide
- Mighty Boards, a spin-out of IDG is one of Malta's top board games publishing companies



IDG Faculty

CELEBRATING

2013

2023

10

YEARS



OF THE

**INSTITUTE OF  
DIGITAL GAMES**



L-Università ta' Malta  
Institute of Digital Games

## Creating Significant Value for UM and Malta

In addition to the above-mentioned achievements, IDG continues creating significance impact within the institute, for the University, and also for Malta, all of which can be reflected through the key research and development indicators identified by the European Commission and European Innovation Scoreboard 2022 (EIS).

The following table showcases the impact IDG has across three indicators of the EIS 2022 (top 3 rows) and three indicators set by EU and MCST as relevant for R&I growth and sustainability.

All six indicators are related to improving the research intensity of Malta:

Key Indicators of R&I	Malta	IDG	Contribution
New Doctorate Graduates in STEM	29	2	6.8%
Foreign doctorate students (%)	20	89	+69%
Doctorate students per academic	0.57	1.67	+1.10
Publications 2021	716	42	5.8%
Success Rate Proposals (H2020)	12.32%	19.6%	+7.3%
Amount of funding grants attracted (H2020)	€22.4m	€2.1m	9.3%

Source: [https://ec.europa.eu/assets/rtd/eis/2023/ec\\_rtd\\_eis-country-profile-mt.pdf](https://ec.europa.eu/assets/rtd/eis/2023/ec_rtd_eis-country-profile-mt.pdf)  
<https://www.um.edu.mt/media/um/docs/about/factsandfigures/annualreport2022.pdf>

## **MSc in Digital Games**

The Institute of Digital Games has consistently ranked among the top 25 post-graduate programs for Game Design, as recognized by the Princeton Review from 2017 to 2022. In 2022, we proudly maintained our position, securing the 22nd spot on the list.

## **Student Enrollment, Growth, and Challenges**

Since its inception in 2012, the MSc program has experienced significant growth in student interest and enrollment. In its inaugural year under MaKS, the program commenced with just 5 students. However, over the years, we have witnessed a substantial increase in applications, with a minimum of around 15 applications received annually. Refer to Figure 1 for detailed enrollment statistics.

The Institute's enhanced targeting of potential students has yielded positive results, contributing to both a surge in applications and an elevation in their quality. Nonetheless, a considerable portion of our applicants hail from international backgrounds.

Many faced challenges related to relocating abroad, exacerbated by the University of Malta's late application deadline, resulting in either declinations or logistical constraints preventing their relocation (e.g., visa limitations, time constraints, financial considerations).

In order to elevate our global standing, we recognize the need to enhance our responsiveness and student guidance services. Our competitors, such as IT Copenhagen, offer early acceptance notifications and merit-based scholarships, highlighting areas where we must strive for improvement to remain competitive in attracting top talent and fostering a diverse student body.

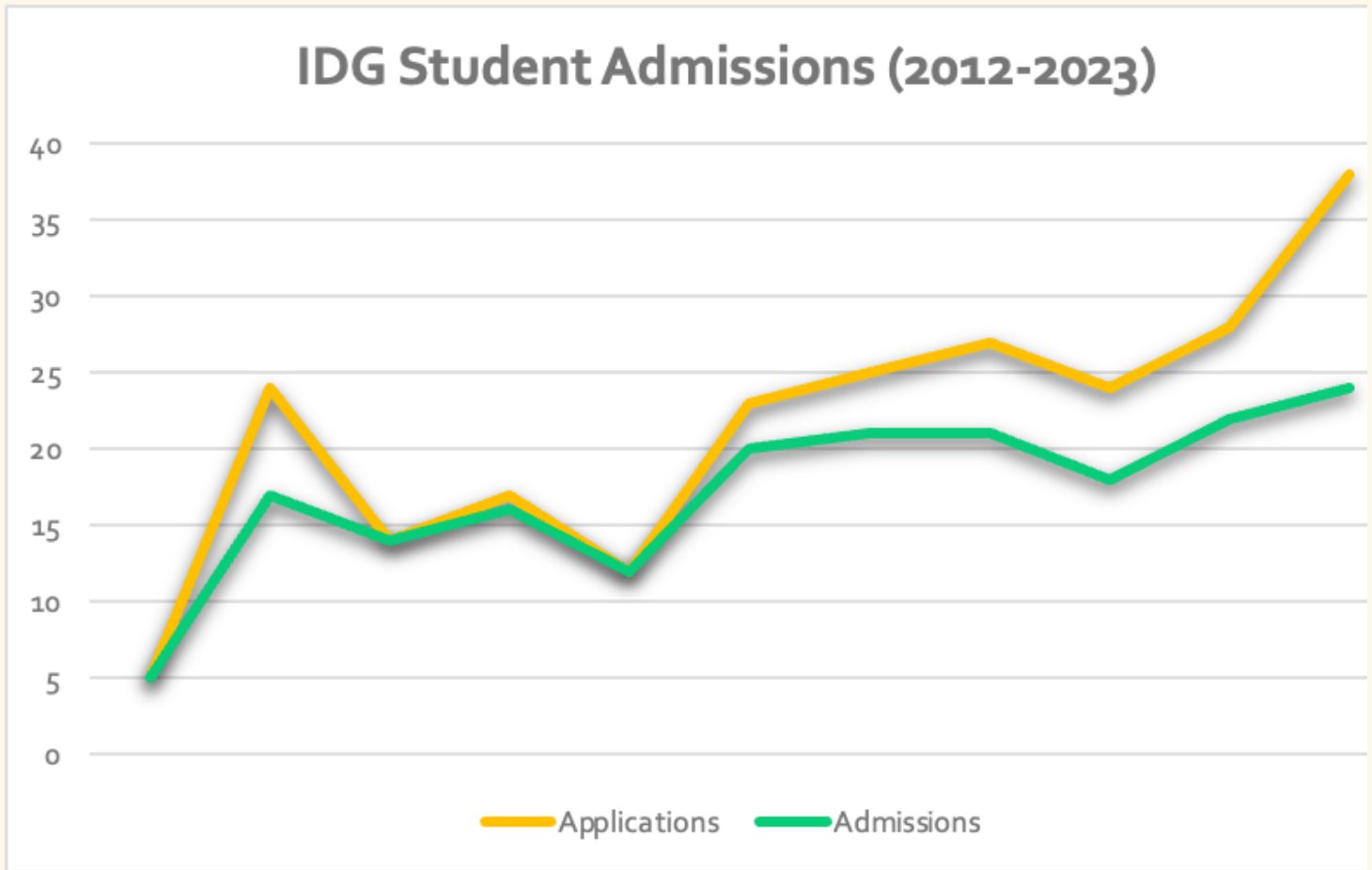


Figure 1 - IDG Student Admissions

As the COVID-19 pandemic receded, we observed a notable surge in the number of applications received for this year's cohort. Particularly noteworthy was the increase in international student applications and enrolment.

## PhD Work

Throughout the year, our doctoral candidates have engaged in rigorous research, delving into various facets of digital games with curiosity and dedication. Their work has led to valuable contributions to the field, exploring themes such as game design, player behavior, and storytelling in interactive media.

Supported by our faculty and research infrastructure, our scholars have flourished, adding depth to the global conversation surrounding digital games. As we acknowledge their efforts and accomplishments, we reaffirm our commitment to fostering an environment of scholarly inquiry and collaboration, where innovative ideas can thrive.

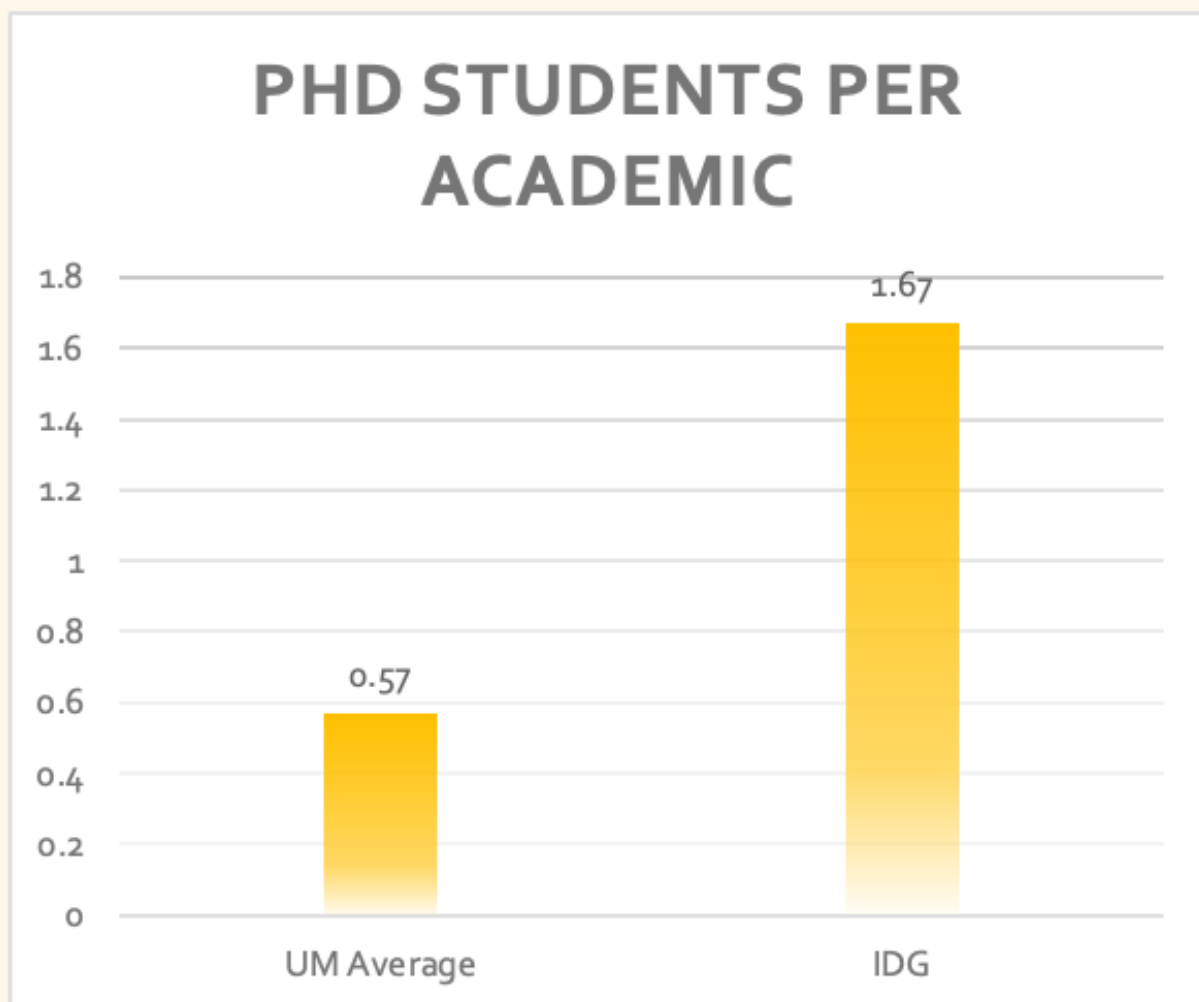


Figure 2 - PhD Students per academic year

The Institute also continues to attract a significant number of PhD students, with an average of 1.67 PhD student(s) per academic, as compared to the university average of 0.57 per resident academic.

As a center of research excellence, we receive numerous requests from both local and international students expressing interest in pursuing their PhD studies with us. Currently, our PhD board oversees the progress of nine doctoral candidates: Manolis Xylakis, Marvin Zammit, Chintan Trivedi, Theodoros Galanos, Kostmas Pinitas, Konstantinos Sfikas, Harry Apartolgo, Charalampos Apartoglou, and Nemanja Rasajski.

Additionally, we are proud to have Jessica Rose Marcotte, affiliated with Concordia University and supervised by Rilla Khaled, and Jean Michel, affiliated with Dakar University and co-supervised by Georgios Yannakakis and Antonios Liapis, as part of our research community.

Our ability to attract high-quality PhD students is bolstered by our extensive research output and numerous publications in high-impact journals, positioning us for greater international recognition. In the academic year 2020/21, the Institute contributed to 6.8% of the STEM PhD graduates in Malta, highlighting our commitment to research and innovation in the STEM fields. Moreover, the significant presence of international PhD students, constituting 89% of our cohort, underscores our dedication to fostering global collaboration and attracting talent from abroad, ultimately enhancing Malta's research and innovation landscape.

### **International AI Doctoral Academy (AIDA)**

The Institute and the University as a whole is a founding member and part of the International AI Doctoral Academy (AIDA) currently supported by 5 large-scale H2020 projects (including AI4Media) and 58 Universities, Research Institutions and Industrial partners across Europe. AIDA has launched its doctoral programme in 2021.

## The EPSRC Centre for Doctoral Training in Intelligent Games and Game Intelligence (IGGI)

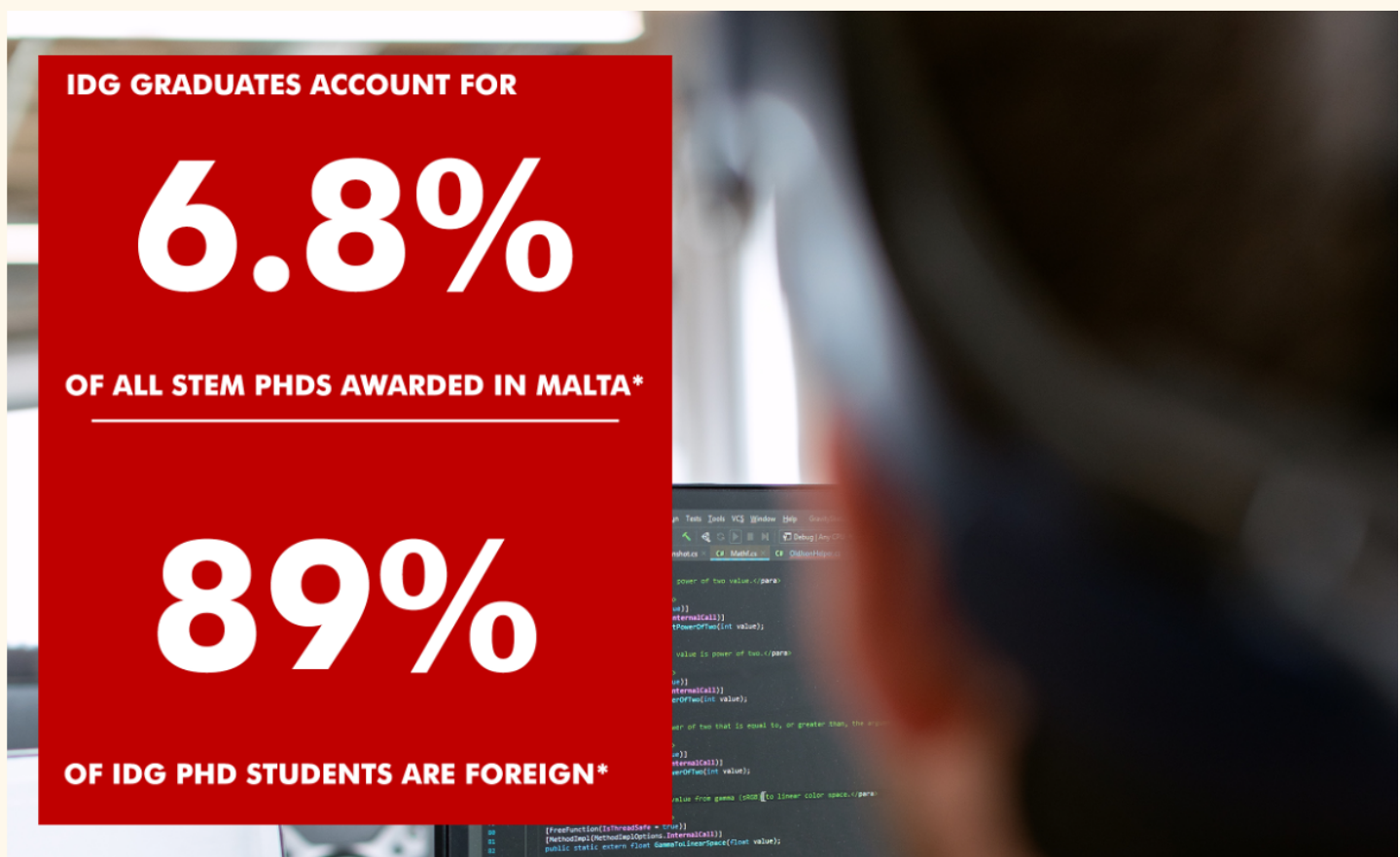
We have also undertaken another initiative to attract good PhD students to Malta and put our name on the map regarding doctoral education. The Institute of Digital Games is part of the EPSRC Centre for Doctoral Training in Intelligent Games and Game Intelligence (IGGI) <http://www.york.ac.uk/news-and-events/news/2013/iggi/> This is a program in PhD training in game technology/design coordinated by York University, Goldsmiths and Essex (involving many companies and Universities in Europe). Being partners in this program means that in the next 4 years IDG will host a number of PhD students for different periods, co-supervising their activities.



Stefano Gualeni talks about 'Games for Change'

## Alumni – Life after IDG

Since its establishment in 2013, the Institute has witnessed the remarkable journeys of its alumni following their graduation from the MSc in Digital Games or completion of the PhD program. As a multidisciplinary program, our alumni assume diverse roles in various industries, showcasing their adaptability and initiative in competitive environments. With a resounding 93% of our graduates currently employed, our alumni network continues to thrive. While approximately half of our graduates find their niche in the game industry, we recognize that others may leverage their multidisciplinary expertise in alternative fields, including academia and entrepreneurship.



Among the notable companies and academic institutions that have welcomed our graduates are CD Projekt Red, Creative Assembly, Sony Interactive, Dorado Games, University of Geneva, and University of Malta. Moreover, some alumni have embarked on entrepreneurial ventures, such as Modl.ai, co-founded by PhD student Christoffer Holmgaard, which recently secured \$1.7M in seed financing.

Highlighting the achievements of our alumni further underscores their impact and success beyond graduation:

- David Chircop (Class of 2015) earned the 2014 Golden Geek Best Print & Play Board Game award for "... and then we held hands." and is the co-founder of Mighty Boards.
- Stylianos Avramidis (Class of 2015) has served as Principal Designer for renowned games like Rome 2, Attila, and Total War: Warhammer.
- Isabelle Kniestedt (Class of 2017) saw her project "Ariana's Magical Journal" selected as one of the top five projects for full development funding by the Malta Information Technology Agency.
- Konstantinos Vasileiadis and Tall Guy Productions (Class of 2019) achieved Greenlight status on Steam for their game "Lil' Arena."
- Modl.ai, co-founded by alum Christoffer Holmgaard, was recognized as one of the top 100 most promising AI companies by CB Insights in 2021.
- Fleur Sciortino worked on a tabletop RPG called Flabbergasted, a worldwide success.

These successes exemplify the impact of our alumni in the digital games industry and beyond, reaffirming our commitment to nurturing talent and fostering innovation.



IDG cohort graduates

## Growth and IDG

An important sign of our institute's growth and vibrancy is the makeup of our team over the years. Back in 2013, we kicked off with just 4 resident academics and a teaching assistant. Now, we're a diverse group of 27 individuals! Among us, you'll find 7 resident academics, 2 visiting scholars, 3 postdoctoral fellows, 9 PhD students, 6 research support officers, and 1 indispensable administrative officer.

This expansion speaks to our commitment to creating an inclusive and dynamic environment where everyone's contributions are valued and celebrated.

## Keynotes

Over the last 9 years IDG members have been invited to give over 40 keynote talks in top-tier international conferences and over 135 invited talks in various meetings, events, and academic institutions across the globe.



Daniel Vella in Vienna speaking on Ruins and Digital Games

## Awards and Honours

- Georgios N. Yannakakis appointed *IEEE Fellow* (class of 2024): for contributions to affective computing and AI applied to games.
- Prof. Georgios N. Yannakakis: Most Active H2020 Researcher Award, Malta Council of Science and Technology, 2021.
- Excavation Earth co-designed by Dávid Turczi, Wai Yee, and IDG's Gordon Calleja won both, the People's Choice and the Judge's Choice award for Best New Board Game (Euro Style) at the 2021 UKGE Awards.
- Prof. Georgios Yannakakis highlighted as "Best Scientist in University" and "Best Scientist" in country in the area of Engineering and Technology according to the ADScientific Index in 2021.
- Best Paper Award: G. N. Yannakakis, R. Cowie, and C. Busso, "The Ordinal Nature of Emotions," in Proceedings of the Seventh International Conference on Affective Computing and Intelligent Interaction (ACII), 2017.
- IEEE Transactions on Affective Computing -- Most Influential Paper Award: G. N. Yannakakis and J. Togelius, "Experience-Driven Procedural Content Generation," IEEE Transactions on Affective Computing, 2015
- Best Paper Award: Antonios Liapis and Georgios Yannakakis with J. Togelius on "Procedural Personas as Critics for Dungeon Generation," 2015.
- FP7 Marie Curie CIG AutoGameDesign project ranks 1st out of 1102 grant proposals across all disciplines with an evaluation score of 97.2 out of 100, 2014.
- IEEE CIS Outstanding TCIAIG Paper Award for the paper: N. Shaker, G. N. Yannakakis and J. Togelius, "Crowdsourcing the Aesthetics of Platform Games," IEEE Transactions on Computational Intelligence and AI in Games, vol. 5, issue 3, pp. 276-290, 2013.
- Prof. Gordon Calleja's game: "Excavation Earth" won both the People's Choice and Jury Awards for the Best European Game at the UK Games Expo, 2021.
- Prof. Gordon Calleja's game: "Vengeance Roll and Fight" was awarded the Dice Tower Seal of Excellence, 2022.

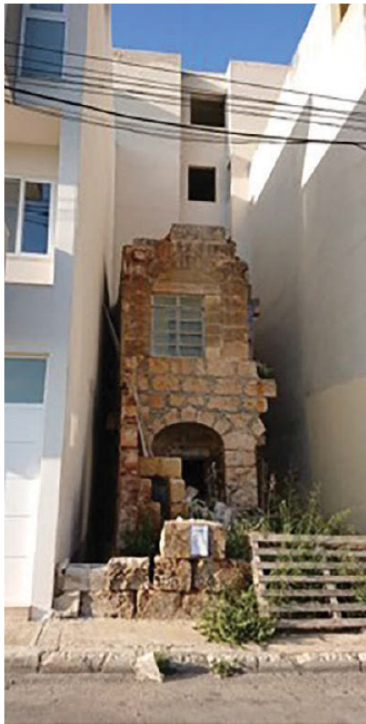
- Dr. Antonios Liapis and Marvin Zammit won “Best Student Paper Award” at the International Conference on Computational Creativity for the paper "Seeding Diversity into AI Art", 2022.
- Dr. Antonios Liapis won the “Most Helpful Reviewer Award” for the IEEE Transactions on games, 2022.
- IEEE Transactions on Affective Computing – Best of IEEE Transactions on Affective Computing 2021. G. N. Yannakakis, R. Cowie, and C. Busso, “The Ordinal Nature of Emotions: An Emerging Approach,”IEEE Transactions on Affective Computing, 2021. (Selected from 82 papers published in 2021).
- IEEE Best Paper Program Nomination G. N. Yannakakis, R. Cowie, and C. Busso, “The Ordinal Nature of Emotions: An Emerging Approach,” IEEE Transactions on Affective Computing, 2021. (Selected from 82 papers published in 2021).

### **Notable Award Nominations**

- Construction BOOM! By Stefano Gualeni and Jasper Schellekens was shortlisted for the ION Awards, one of the largest North American boardgame awards, as best strategy game for 2021.
- Dr. Antonios Liapis at an impressive 3rd place in the area of Technology and Engineering (19th in the University and Country) in the ADScientific Index in 2021.
- The work of Yannakakis, Liapis and Martinez has collectively been nominated four more times for a best (IEEE CIG 2013, IEEE CIG 2020, IEEE COG 2021), an outstanding (ACM ICMI 2014) paper award.

# Malta-based game takes on 'unrestrained construction'

SARAH CARABOTT



How a building looks like in reality.

Two real estate contractors compete for a construction contract by outbidding each other. During works, the foundations suddenly give way and the building collapses, bringing down part of the structure next door.

Sound familiar? It's a scenario from a new boardgame about the construction boom in Malta.

The satirical two-player tile-laying game was made at the University's Institute of Digital Games by Professor Stefano Gualeni and research assistant Jasper Schellekens, following a spate of construction incidents in 2019.

*Construction Boom* was specifically designed to "mock the unrestrained, cut-throat real estate development business". It is meant to criticise what the authors perceive to be the "absurd nonchalance of the general population in the face of the unrestrained real estate development".

Its launch now is coincidental and has nothing to do with COVID-19, however, it could possibly lift the spirits of those locked up indoors. It was meant to be launched at the International Conference on the Foundations of Digital Games in

Malta, a conference that was forced into a virtual format by the virus outbreak.

For now, the strategic game is of the print-and-play kind. The designers hope it will engage the players in social criticism and raise awareness about the construction boom, Schellekens told *Times of Malta*.

"We hope it will change mindsets. Satire has sometimes impacted current affairs and brought about change, piling pressure on the establishment," he added.

Schellekens referred to the research that went into the development of the game, quoting American newspaper columnist Molly Ivins who said that "satire is traditionally the weapon of the powerless against the powerful".

According to Gualeni and Schellekens, the "state of the construction industry in Malta caused us to experience a sense of political powerlessness as citizens lacking tangible influence on the decision-making process". This situation ultimately fuelled the frustration that gave birth to *Construction Boom*.

In the game, which might be commercially launched in the future, the 'defender' prevents the 'contractor' from fulfilling their commitment, incurring penalties.

The score also depends on the material used in the construction, which varies between old, modern and cheap. As in real life, for this boardgame, the modern and



The reconstruction in the game.



The satirical two-player tile-laying game was made at the University.

cheap material can protrude at weird angles from the side of buildings.

Design, writing and art direction was done by Gualeni, while Schellekens took care of playtesting, additional design and videos. Rebecca Portelli designed the game art and logo.

**EXCAVATION EARTH**

**WINNER**

**Best New Board Game Euro Style**

People's Choice Award  
Judge's Choice Award

UK  
GAMES  
EXPO

MIGHTY BOARDS

## Funded Projects

IDG researchers have collectively secured over 6 million euros in funding for their research activities at UM by coordinating or participating in projects totalling more than **30 million euros**. This success is attributed to IDG's robust research background, bolstered by high-caliber PhD students and renowned researchers.

Additionally, IDG actively collaborates with various departments within the University to ensure projects benefit from diverse skill sets and stakeholder involvement. For instance, our recent collaboration with the ICT department on the eCrisis project exemplifies this approach, utilizing game-based learning to cultivate social, civic, and intercultural competencies in primary and secondary education students.

## Ongoing Projects

- Georgios Yannakakis and Antonios Liapis manage LAW-GAME. Total Budget: €7m; Budget for UM: €505,000
- Georgios Yannakakis and Antonios Liapis manage AI4MEDIA by Horizon Europe. Total budget: Budget for UM: €125,000
- Antonios Liapis coordinates the RECLAIM: AI-powered Robotic Material Recovery in a Box. Funded under: Horizon-CL4; DIGITAL-EMERGING-01-09: AI, data and Robotics for the Green Deal (Innovation Action). Overall budget: € 2,934,800.
- Georgios Yannakakis, Antonios Liapis, Ahmed Khalifa, Konstantinos Makantasis manage OPTiMaL, SINO-MALTA Fund of the Malta Council for Science and Technology (MCST)
- G. Yannakakis and Antonios Liapis manage the PrismArch project, a H2020, Research and Innovation action. Total budget: 1,928,062. Budget for UoM: €327,500
- Gordon Calleja is part of STRATEGIES Horizon Europe.

# RESEARCH EXCELLENCE

**H2020 SUCCESS RATE**

**19.6%**

**45 SUBMITTED PROPOSALS  
10 SUCCESSFULLY FUNDED**

**EU AVERAGE 11.95%**

## **Research Groups at IDG**

### **1. AI Research Group**

The AI research group at the Institute of Digital Games is conducting cutting-edge research at the intersection of AI and games, pushing the boundaries of the field with innovative work published in top-tier journals and conferences. In addition to academic research supported by European and national funding, the Institute's AI research group actively collaborates with industry leaders such as Ubisoft.

Researchers in the AI research group have received accolades at numerous conferences and competitions in the field of computer science, particularly in artificial intelligence, machine learning, affective computing, creative computing, and player modeling. Currently, the AI research group comprises 15 researchers. The team is co-directed by Prof. Georgios N. Yannakakis and Dr. Antonios Liapis and includes lecturer Dr. Ahmed Khalifa, postdoctoral fellows Dr. Kostantinos Makantasis, Dr. Iro Voulgari, Dr. Daniele Gravina, and David Melhart, as well as PhD students Theodoros Galanos, Manolis Xylakis, Marvin Zammit, Chintan Trivedi, and Kosmas Pinitas. Additionally, Research Associates Matthew Barthet, Kostantinos Sfikas, and Lara Caruana Montaldo contribute to the group's research endeavors.

### **2. Digital Humanities Research Group**

The digital humanities group delves into topics at the intersection of digital technologies and humanities disciplines such as philosophy and literature. This intersection naturally embraces digital games, which inherently embody multidisciplinary by merging art, music, writing, and design with cutting-edge digital technology. They engage with philosophical, literary, and aesthetic concepts in the language of computation, placing game scholars at the heart of what is referred to as “digital humanities.”

Video games hold a prominent position in today's cultural landscape, standing alongside established forms such as theatre, film, TV, literature, and performance art. Recognizing their significance, the Institute of Digital Games takes their impact seriously.

Recognizing their significance, the Institute of Digital Games takes their impact seriously. The group explores the essence of games, their functions, and how we engage with them. Current research areas include analyzing differences in representation between traditional fiction and virtual reality, investigating the player-avatar relationship in games, exploring architecture and the built environment in game worlds, examining music and musicking practices in games, and exploring the use of video games as philosophical tools.

The group comprises 7 researchers, including Prof. Stefano Gualeni, Prof. Gordon Calleja, Dr. Daniel Vella, Dr. Costantino Oliva, Renata Ntelia, and Dr. Krista Bonello Rutter Giappone.



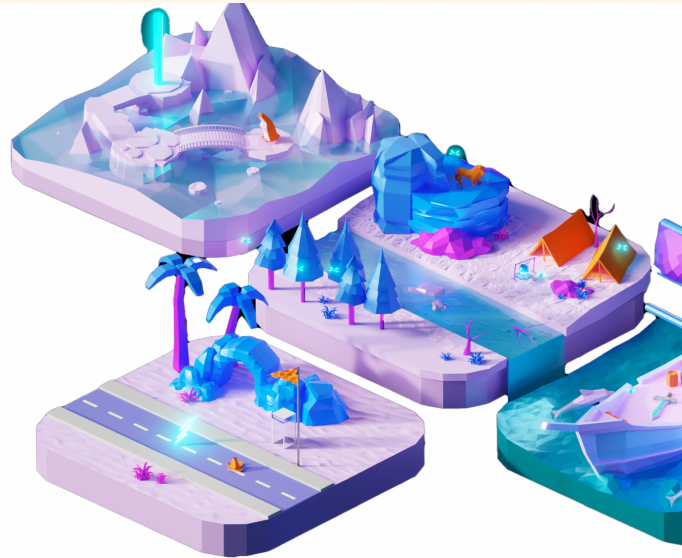
Kissing Time, a queer-themed game by Ahmed Khalifa

## IDG Spin-Outs

Modl.ai

# modl.ai

Game Development,  
**Redefined.**



Modl.ai comprises of many of IDG's own-- including Georgios Yannakakis, David Melhart, and Daniele Gravina.

## Mighty Boards



Malta's very own board games publishing company has IDG's Gordon Calleja, Daniel Vella, and former students David Chircop, Aphrodite Andreou, Christian Paller, and Charalampos Apartoglou.



# MALTA GLOBAL GAME JAM 2021

[MALTAGAMEJAM.INSTITUTEDIGITALGAMES.COM](http://MALTAGAMEJAM.INSTITUTEDIGITALGAMES.COM)

**ONLINE 27TH-31ST JANUARY**



L-Università ta' Malta  
Institute of Digital Games



GLOBAL GAME JAM®

## Events Participation

### Malta Global Game Jam

We have actively organized several game events, all of which have received a highly positive response. We have hosted the Malta Global Game Jam nine times (2014-2022) and also spearheaded the inaugural Mediterranean Game Jam in Malta in 2015. In both events, participants convene to form teams and create a game within a 48-hour timeframe. These events have been remarkably successful in garnering attention for our educational programs and research agendas, both locally and internationally. Additionally, Game Jam events have attracted and received praise from designers and directors of AAA video game properties, such as Techland and CD Projekt Red.

### Science in the City

The Institute has actively participated in all seven Science in the City events since its inception. In 2014, the iLearnRW project disseminated its results at both the Notte Bianca and the Science in the City events. That same year, several games were also exhibited at the central library in Valletta, greatly extending IDG's outreach in Malta. Additionally, the Institute showcased results from the AutoGameDesign project at the EU corner of the Science in the City events in 2015, 2016, 2017, 2018, 2019, and 2022, presenting findings to the general public. In 2018, the Institute highlighted the MAZING game used in PhD student David Melhart's research on affective computing.



## Board Games Night

Every month, IDG partners with Mighty Boards to host captivating board game events at the institute, uniting students and faculty members from across Malta. These gatherings foster social interaction and community bonds, providing an enriching experience beyond just gameplay.



## Playcon, Malta

Playcon in Malta is an annual gaming convention that celebrates gaming culture through video game tournaments, board game sessions, cosplay contests, and panel discussions with industry professionals. It provides a platform for gamers to connect, socialize, and share their passion for gaming.

## Gamescon, Germany

Gamescon is one of the biggest conventions of video game in the world and in 2022 it hosted 250,000 visitors from all over the world, 1,100 exhibitors from 53 different countries and had over 130,000,000 online views on its live show program. IDG booth was at the GamingMalta foundation stand, where multiple partners from the academic world and the industry were able to exhibit their work towards the future of the video gaming world in Malta.

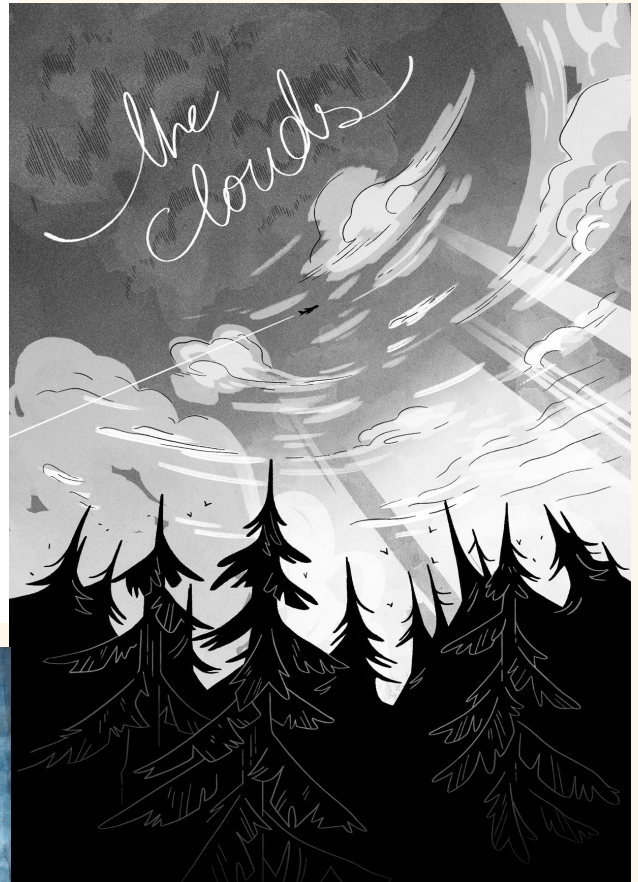


**gamescom**

GAMING MALTA



**L-Università ta' Malta**  
Institute of Digital Games



## **Publications**

The staff at the Institute have been highly productive in their research endeavors over the years. Since 2013, IDG staff have collectively published a over 300 peer-reviewed publications.

In 2022, we published the following:

- 7 book chapters
- 3 games and 2 expansion games
- 2 books
- 30 peer-reviewed journal papers
- 16 workshop presentations
- 10 keynotes

We estimate that the University of Malta has published 5000 papers (between 2013 and 2022) and the IDG at least 300 of these. This results in a very high ratio of papers to academics. Comprising about 0.6% of the University's academics (Counting only resident academics), the IDG produced about 6% of the University's total papers. The measurable impact of IDG's work is reflected by over 26,000 citations (Google Scholar, April 2024) that its academic members and research associates have received collectively. It is also important to note that Prof. Georgios Yannakakis is the academic with the highest h-index (47) at the University of Malta (Google Scholar, Oct 2024). Collectively the IDG members contribute substantially (via citations and h-index counts) to the ranking of the UM in the European and the global educational setting.

**UM had on average 933 resident academics and an average of 738 visiting academics between 2012 and 2016. The IDG has an average of 5.3 academics in the same period (not counting 2012 as the IDG was not set up yet).**

## Publications 2022-23

- Andreou, A. T., Gualeni, S., & Sánchez Contreras, G. J. (2023). Co-designing Enrichment Toys with Bottlenose Dolphins: Playfulness as a Corrective to Anthropocentrism. Proceedings of the 2023 ACI International Conference, Raleigh (North Carolina, USA), December 4-8, 2023.
- Bhaumik, D., Togelius, J., Yannakakis, G. N., & Khalifa, A. (2023). Lode Enhancer: Level Co-creation Through Scaling. Foundations of Digital Games.
- Calleja, G. (2022). A Walk In a Box: Understanding Boardgame Immersion. DIGRA 2022 Conference, Krakow, Poland.
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- Calleja, G. (2023). Board Game Immersion. In T. Kikkawa, W. C. Kriz, & J. Sugiura (Eds.), Gaming as a Cultural Commons: Risks, Challenges, and Opportunities. Springer.
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- Gualeni, S. (2023). The Clouds: An Experiment in Theory-Fiction. New York, NY: Routledge.
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- Makantasis, K., Liapis, A., & Yannakakis, G. N. (2022). The Invariant Ground Truth of Affect. In Proceedings of the ACII Workshop on What's Next in Affect Modeling?.

- Makantasis, K., Pinitas, K., Liapis, A., & Yannakakis, G. N. (2023). From the Lab to the Wild: Affect Modeling via Privileged Information. *IEEE Transactions on Affective Computing*.
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- Oliva, C. (2022). Otogarden. Game exhibition and poster at "Meaningful Play Conference," October 12th, Michigan State University, East Lansing (US).
- Oliva, C. (2023). Otocky: Adventures in Improvisational Musicking. *Journal of Replaying Japan*, 5(1), 135-146.
- Oliva, C. (2023). Otocky: Adventures in Improvisational Musicking. Presentation at "New Avenues in Game Studies," March 16th, Ritsumeikan University, Kyoto (Japan).
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