



## Gamification, Playfulness, and Ludicity in Intelligent Environments

Guest Editors:

**Prof. Irene Mavrommati**

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

**Prof. Dr. Panos Markopoulos**

Department of Industrial Design,  
Eindhoven University of  
Technology, Den Dolech 2, 5612  
AZ Eindhoven, The Netherlands

**Dr. Ioannis Chatzigiannakis**

Department of Computer,  
Control & Informatics  
Engineering, Sapienza University  
of Rome, 00185 Rome, Italy

Deadline for manuscript  
submissions:

**closed (31 August 2018)**

### Message from the Guest Editors

Dear Colleagues,

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

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

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





an Open Access Journal by MDPI

## Editor-in-Chief

**Prof. Dr. Giulio Nicola Cerullo**

Dipartimento di Fisica,  
Politecnico di Milano, Piazza L.  
da Vinci 32, 20133 Milano, Italy

## Message from the Editor-in-Chief

As the world of science becomes ever more specialized, researchers may lose themselves in the deep forest of the ever increasing number of subfields being created. This open access journal Applied Sciences has been started to link these subfields, so researchers can cut through the forest and see the surrounding, or quite distant fields and subfields to help develop his/her own research even further with the aid of this multi-dimensional network.

## Author Benefits

**Open Access:** free for readers, with article processing charges (APC) paid by authors or their institutions.

**High Visibility:** indexed within Scopus, SCIE (Web of Science), Inspec, CAPlus / SciFinder, and other databases.

**Journal Rank:** JCR - Q2 (*Engineering, Multidisciplinary*) / CiteScore - Q1 (*General Engineering*)

## Contact Us

*Applied Sciences* Editorial Office  
MDPI, St. Alban-Anlage 66  
4052 Basel, Switzerland

Tel: +41 61 683 77 34  
[www.mdpi.com](http://www.mdpi.com)

[mdpi.com/journal/applsci](http://mdpi.com/journal/applsci)  
[applsci@mdpi.com](mailto:applsci@mdpi.com)  
[X@Applsci](https://twitter.com/Applsci)