

GSGILS 2026

INTERNATIONAL CONGRESS ON GAMIFICATION, SERIOUS GAMES AND INTELLIGENT LEARNING SYSTEMS

Play to Learn, Innovate to Impact

Bringing together researchers, educators, industry professionals and innovators to shape the future of game-based and intelligent learning.



ÇANAKKALE
TÜRKİYE



DATE

16-17 October
2026



VENUE

Çanakkale Onsekiz
Mart University &
Online



FORMAT

Hybrid Event



PARTICIPATION

Free of Charge

CONGRESS COMPONENTS



Keynote Speeches

Leading experts
share their vision.



Industry & Application Sessions

Real-world practices
and innovations.



Academic Paper Sessions

High-quality research
presentations.



Demonstrations & Exhibition

Showcasing serious
games and learning
technologies.



Panels & Discussions

Exchange ideas on
current trends and
future directions.



Student Activities & Competitions

Encouraging creativity
and innovation.

CONGRESS TOPICS



Gamification and Game-Based Learning



Serious Game Design and Development



AI-Driven and Intelligent Learning Systems



Simulation Games and Immersive Environments



Games in Healthcare and Professional Training



Games for Engineering and Technical Education



Games for Social Impact and Behavioral Change



Games in Culture, Tourism and Digital Heritage



Digital Diagnostic and Treatment Methods



DILDENT PROJECT

A dedicated special track
on digital interactive
learning in dental education
will be featured as part of
the DILDENT project.



SUBMIT YOUR PAPER AND BE PART OF THE CHANGE !

Join us in advancing the future of
learning through games and
intelligence.



dildent.org/conf

ORGANIZED BY



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