1.

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Nota di contenuto	Intro -- Foreword -- HCI International 2024 Thematic Areas and Affiliated Conferences -- List of Conference Proceedings Volumes Appearing Before the Conference -- Preface -- 6th International Conference on HCI in Games (HCI-Games 2024) -- HCI International 2025 Conference -- Contents - Part I -- Contents - Part II -- Game Design and Gamification -- Lost in Gamification Design: A Scientometric Analysis -- 1 Introduction -- 2 Methods -- 2.1 Literature Search and Settings -- 2.2 Analysis -- 2.3 Metrics -- 2.4 Clustering -- 3 Results -- 3.1 Document Co-citation Analysis -- 3.2 Author Co-citation Analysis -- 3.3 Keyword Co-occurrence Analysis -- 4 Discussion -- 4.1 (RQ1) What Are the Most Influential Documents in Relation to the Design of Gameful Systems? -- 4.2 (RQ2) Who Are the Most Influential Authors in Relation to the Design of Gameful systems? -- 4.3 (RQ3) How Have Research Trends Changed over Time in Relation to the Design Of gameful Systems? -- 5 Conclusions -- 6 Future Agenda -- References -- Personalize Mobile Game Interface Design -- 1 Introduction -- 2 Literature Review -- 2.1 UI/UX -- 2.2 Game Usability -- 2.3 Cognitive Load Theory -- 3 Research Model and Game Design -- 3.1 Research Model -- 3.2 Game Design -- 4 Results and Discussion -- 5 Conclusions -- References -- Long-Term Gamification: A Survey -- 1 Introduction -- 2 Survey Method -- 3 Main Findings -- 3.1 Customization and Personalization -- 3.2 Integrated

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Result -- 4.1 Forestfire Simulator - Game Development -- 4.2 Preliminary Evaluation -- 5 Discussion -- 5.1 Contributions -- 5.2 Limitations and Future Work -- 5.3 Conclusion -- References -- Making Learning Engaging and Productive: SimLab, a VR Lab to Bridge Between Classroom Theory and Industrial Practice in Chemical Engineering Education.
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4 Results and Discussion.