

# GAME BASED LEARNING 2010 CONFERENCE Programme

provided for guidance purposes only and subject to change without notice.

## MONDAY 29TH MARCH 08:30 – 19:30

**08:30** Doors open, collect delegate pack, tea and coffee, meet fellow delegates

### CONFERENCE SESSION 1

09:20 – 13:15

Porter Tun

#### 'The Big Picture'

chaired by **Tom Watson MP**

**09:25** Industry announcements

**09:30** Welcome and Introduction – **Graham Brown-Martin**, Founder, Learning Without Frontiers

**09:40** Opening statement – **Ed Vaizey**, Shadow Minister for Culture and the Creative Industries

**10:00** **Siobhan Reddy**, Executive Producer and **Kareem Ettouney**, Art Director, Media Molecule

**10:30** **Jonathan Stewart**, Surgeon, Hollier Medical Simulation Centre

#### 11:00 – 11:30

Break and reflections in the Experience Lounge

**11:30** **Alice Taylor**, Commissioning Editor, Education, Channel 4

**12:00** **Derek Robertson** and Friends, National Adviser for Emerging Technologies & Learning, Learning & Teaching Scotland

**12:30** **Matt Mason**, Author, *The Pirates Dilemma*

#### 13:15 – 14:30

Lunch and socialising in the Experience Lounge

### CONFERENCE SESSION 2

14:30 – 17:30

Porter Tun

#### 'Learning with Games 1/2'

chaired by **Derek Robertson**

**14:30** **Massimiliano Andreoletti**, Media Educator & Professor, Catholic University of Milan

**14:55** **Gillian Penny**, Headteacher, Gavinburn Primary School

**15:20** **James Huggins**, Managing Director, Made in Me

#### 15:45 – 16:15

Break and reflections in the Experience Lounge

**16:15** **Tim Rylands**, Inspirational Teacher & Innovator

**16:40** **Ewan McIntosh**, CEO, NoTosh



For speaker bio's and talk descriptions head to <http://bit.ly/gbl10bio>

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## BREAKOUT SESSIONS

14:30 – 15:45 *Lower Sugar Room*

### 'Games for Military'

chaired by Kam Star, CEO, PlayGen

**Stu Armstrong**, Chief Technology Consultant, QinetiQ

**Shiv Rajendran**, Co-founder, Languagelab.com

**Naomi Norman**, Director of Learning, Epic

**Imogen Casebourne**, Head of Learning, Epic

### 15:45 – 16:15

Break and reflections in the Experience Lounge

16:15 – 17:00 *Lower Sugar Room*

### 'Augmented / Alternate Reality Gaming'

chaired by Kam Star, CEO, PlayGen

**Kris Rockwell**, President/CEO, Hybrid Learning Systems

**Koreen Olbrish**, Founder, Tandem Learning

**Simon Brookes**, Senior Lecturer in Enterprise, University of Portsmouth

**Alex Moseley**, University of Leicester

14:30 – 15:45 *Upper Sugar Room*

### 'Games for Healthcare'

chaired by Kevin Corti, CEO, PIXELearning

**Daniel Glaser**, Head of Education and Special Projects, The Wellcome Trust

**Dr Sally Hodges**, Communications Lead, Tavistock and Portman NHS Foundation Trust

**Ms Jenny Hyatt**, Founder and CEO, Big White Wall Ltd

### 15:45 – 16:15

Break and reflections in the Experience Lounge

16:15 – 17:00 *Upper Sugar Room*

### 'Games for Good'

chaired by Kevin Corti, CEO, PIXELearning

**Ian Glasscock**, Director, Games For Life

**Jude Ower**, Managing Director, Digital 2.0

## EXTRA ACTIVITIES & UNCONFERENCES

17:30 – 19:30 *Porter Tun*

**TeachMeet** – Game On Edition introduced

by **Stephen Heppell**

In association with Vital (<http://bit.ly/gbl10tm>)

17:30 – 19:30 *Upper Sugar Room*

**MirandaMod** – Game Based Learning Special

(<http://bit.ly/gbl10mm>)

17:30 – 19:30 *Lower Sugar Room*

**European Grant Opportunities & Speed Dating Party**

Introduced by **Hélène Abrand**, Hélène Abrand

Consulting and facilitated by **Dirk Bosmans**, ISFE

20:30 – until late

**The Game Based Learning Social Reception**

at The Elbow Room, Shoreditch

Drinks on arrival and excellent, inexpensive bar food available.



# GAME BASED LEARNING 2010 CONFERENCE

## TUESDAY 30TH MARCH 08:30 – 17:30

**08:30** Arrival and refreshments

### CONFERENCE SESSION 3

09:30 – 13:00 *Porter Tun*

#### 'Getting Serious about Games'

chaired by **Dan Licari**, Advantage West Midlands

- 09:30** **Mary Matthews**, Strategy and Business Development Director, TruSim  
**10:00** **Richard Berg**, CEO, Business Smart International  
**10:30** **Lt Cdr Steve Clark**, Royal Navy & **Graeme Duncan**, CEO Caspian Learning

#### **11:00 – 11:30**

Break and reflections in the Experience Lounge

- 11:30** **Damian Nolan**, Director, DAESIGN / Renault  
**12:00** **Justin Bovington**, CEO, Rivers Run Red  
**12:30** Panel Discussion  
Joined by **Sara de Frietas**, Research Director, Serious Games Institute

#### **13:00 – 14:30**

Lunch and socialising in the Experience Lounge

### CONFERENCE SESSION 4

14:30 – 17:00 *Porter Tun*

#### 'Where we've been & where we're going'

chaired by **Dirk Bosmans**, Communications & Marketing Manager, ISFE

- 14:30** **Richard Wilson**, CEO, TIGA  
**14:50** **Tom Chatfield**, Author, Fun Inc  
**15:10** **Margaret Robertson**, Game Designer & Consultant  
**15:10** **Sean Brennan**, Managing Director, Bethesda Europe

#### **15:50**

Intermission

**16:00 – 17:00** Closing discussion – Provocateur, **Jesse Schell**, Professor of Entertainment Technology, Carnegie Mellon University (via video link)

**17:00 – 17:30** Prize draw for delegates – video games, game consoles, iPod touch's, books!

### BREAKOUT SESSIONS

09:30 – 13:00 *Upper Sugar Room*

#### 'Learning with Games 2/2'

chaired by **Ollie Bray**, National Adviser for Learning & Technology Futures, Learning & Teaching Scotland

- 09:30** Session introduction & keynote by **Ollie Bray**  
**10:00** **Dawn Hallybone**, Senior Teacher, ICT Co-ordinator, Oakdale Junior School  
**10:30** **Julian Barrell**, Managing Director, Simply Efficient Software

#### **11:00 – 11:30**

Break and reflections in the Experience Lounge

- 11:30** **Jo Armitage**, Adviser for E-Learning, London Borough of Hounslow  
**12:00** **Brian McLaren**, Learning & Teaching Scotland  
**12:30** **Brian Clark**, Learning & Teaching Scotland



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## RESEARCH STRAND

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09:30 – 16:00

*Lower Sugar Room*

### 09:30 – 09:50

**Ioanna Iacovides, James Aczel, Eileen Scanlon, Josie Taylor and Will Woods** OU

**'Press Start': Motivation, Engagement and Learning in Digital Games.** Motivation and informal learning in GBL a discussion and report on new early research.

### 09:50 – 10:10

**Rebecca Douch**, LSN, London; **Jill Attewell**, LSN, London; **Carol Savill-Smith**, LSN, London

**Not Just Playing Around: The Molenet Experience of Using Games Technologies to Support Teaching and Learning.** Motivating young people through integrating handheld gaming into learning

### 10:10 – 10:30

**Rikke Magnussen**, Dept. of Curriculum Research, Aarhus University, Tuborgvej

**Game based learning for innovative and creative thinking in science education.** A game/simulation involving kids designing music player technology following an authentic professional process.

### 10:30 – 10:50

**Dr Graeme Atherton**, University of Westminster

**Putting young people in the driving seat: Where Games-Based learning fits in the delivery of Information, Advice and Guidance (IAG) education.** Using a Gaming approach to Information Advice and Guidance.

**11:00 – 11:30** Coffee

### 11:30 – 11:50

**David Squire**, [www.desq.co.uk](http://www.desq.co.uk) and **Karl Royle**, University of Wolverhampton

**What makes a successful learning game. Science, Zombies, Science, Zombies... Boom Is this the future of education?**

### 11:50 – 12:10

**Cagin Kazimoglu, Dr Mary Kiernan and Dr Liz Bacon** Univ of Greenwich

**Learning Introductory Programming through the use of digital games in Higher Education.** Integrating the teaching and learning of conceptual programming into a computer game for comp sci undergraduates.

### 12:10 – 12:30

**Misbah Mahmood Khan and Jonathan Reed**

**Can Literacy and Numeracy be Improved Using Computer Games?** Phonics type educational game improves reading scores in primary learners.

### 12:30 – 12:50

**Paul Hollins**, University of Bolton; **Nicola Whitton**, Manchester Metropolitan University

**Ten things educators might learn from the games industry.** How educational games developers could learn from commercial gamers.

**13:00 – 14:30** Lunch

### 14:30 – 15:00

**Jeremie Clyde**, University of Calgary Canada

**Games, Procedural Literacy, and the Process of Historical Education.** Use of games in historical education.

### 15:00 – 15:30

**David R. Newman** and **Jyldyz Tabyldy kyzy**, Queens University Belfast

**The World of Uncertainty.** A game to check out the decision making powers of leaders.

### 15:30 – 15:50

**John Traxler**, UWLV

**Fair Game? Getting It Right.** Ethics of learning in immersive environments.

**16:00** Closing discussion in Porter Tun