



Summer School on Game Based Learning - FRANCE Autrans - 26 June to 1 July 2011

Detailed schedule

	June 26 th , 2011	June 27 th , 2011	June 28 th , 2011	June 29 th , 2011	June 30 th , 2011	July 1 st , 2011	
08:00							
08:15							
08:30							
08:45		An overview of Game-Based Learning (Daniel Livingstone, School of Computing, University of the West of Scotland, UK)		Development and Evaluation of a Game to Teach Requirements Collection (Thomas Hainey, School of Computing, University of the West of Scotland, UK)	The Use of Virtual Reality for Instructional Games (Patrick Felicia, Waterford Institute of Technology, Ireland)	Conclusion Major Items and Future Trends (Patrick Felicia, Waterford Institute of Technology, Ireland)	
09:00			Conference with the two competitiveness poles: Imaginove and Cap Digital	Using Serious Gaming-Simulation as a Method for Scientific and Applied Research (Igor Mayer, Faculty of Technology, Policy and Management, Delft University of Technology, the Netherlands)	Designing natural interfaces for having more fun in a learning environment (Michael Haller, Media Interaction Lab, Austria)		
09:15							
09:30		Dynamic and Adaptive Game Technology (Darryl Charles, University of Ulster)					
09:45			Coffee break				
10:00							
10:15		Coffee break		Coffee break	Coffee break		
10:30							
10:45							
11:00			Short presentations of several companies: Symetrix, Daesign, KTM-Advance, Spirops	The Use of mind Games with primary school children: how to promote and assess reasoning abilities ? (Michela Ott, Institute for Educational Technology, Italian National Research Council, Italy)	Designing Pervasive Games for Learning (Carmelo Ardito, IVU laboratory, Bari, Italy)	Evaluation from students / participants	
11:15		Poster presentation					
11:30							
11:45							
12:00							
12:15							
12:30							
12:45							
13:00		Lunch	Poster and Buffet session - Meeting between PhD students and industrial companies	Lunch	Lunch	Departure	
13:15							
13:30							
13:45							
14:00	Welcome	Workshop 1: Learning Session in the "Learning Adventure" Environment (Jean-Charles Marty and Thibault Carron - University of Savoie)	Workshop 2: Integrate Serious Games in Learning Scenarios (Jean-Philippe Pernin and Christelle Mariais - L.I.G.)	Workshop 1: Activity analysis for instructional design and use of Serious Games (Raquel Becerril, Pierre-André Caron and Marie Charlotte Bailly - Educational Sciences Department, University of Lille, France)	Workshop 2: Analysing the impact of Serious Games on knowledge and practices (Hélène Michel and Joseph Heili - School of Management, Chambery, France)	Workshop 1: The transformation of a game idea into a location-specific multi-player pervasive learning game (Carmelo Ardito, IVU laboratory, Bari, Italy - Christos Sintoris, Univ. of Patras, Greece)	Workshop 2: Design of Mixed Reality Learning Games (Sébastien George, Charlotte Courdavault, Florent Delomier, INSA-Lyon, France and project Segarem team)
14:15							
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16:00		Workshop 2: Integrate Serious Games in Learning Scenarios (Jean-Philippe Pernin and Christelle Mariais - L.I.G.)	Workshop 1: Learning Session in the "Learning Adventure" Environment (Jean-Charles Marty and Thibault Carron - University of Savoie)	Workshop 2: Analysing the impact of Serious Games on knowledge and practices (Hélène Michel and Joseph Heili - School of Management, Chambery, France)	Workshop 1: Activity analysis for instructional design and use of Serious Games (Raquel Becerril, Pierre-André Caron and Marie Charlotte Bailly - Educational Sciences Department, University of Lille, France)	Workshop 2: Design of Mixed Reality Learning Games (Sébastien George, Charlotte Courdavault, Florent Delomier, INSA-Lyon, France and project Segarem team)	Workshop 1: The transformation of a game idea into a location-specific multi-player pervasive learning game (Carmelo Ardito, IVU laboratory, Bari, Italy - Christos Sintoris, Univ. of Patras, Greece)
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19:00							
19:15	Diner	Diner	Diner	Diner	Diner		
19:30							
19:45							
20:00		Gaming evening					
20:15							
20:30	Conference : General view on Gaming, play, learning and disruption (Keri Facer, Manchester Metropolitan University)						
20:45							
21:00							
21:15							
21:30							
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