Education in Games Summit 2015 – Workshops

Please Note: Attendees will choose one workshop from each of the three streams

Stream One: 12.10pm – 1.10pm

1. Code Club 101!– An Introduction to CS First Game Design

Presenter:
Sarah Anderson from St Johns Primary School

Presenter Bio:
Sarah is a Google for Education Certified Trainer, independent digital learning consultant, classroom teacher and digital education co-ordinator

Believing that meaningful integration of technology in the classroom is for ALL teachers and not just the 'tech savvy', Sarah delivers hands-on, inclusive professional learning.

Workshop Outline:
Looking to start a 'code club' with students? This workshop provides an introduction to the CS First program created by Google. CS First is an entry level computer science program best suited to a club environment. This workshop will demonstrate the videos, scripts, agendas and other materials associated with the 'Storytelling' themed component of CS First. and will outline:

- the importance of early exposure to computer science as a 21st century skill
- the sequential nature of the learning materials which cover real-life programming concepts
- age levels best suited to the CS First materials
- how to access free materials to initiate a club and get started with CS First

Prior experience with computer programming is NOT required! Simply bring an open mind and an enthusiasm for learning.

2. Gaming with Scratch

Presenter:
Darrel Branson from Mildura West Primary School

Presenter Bio:
Darrel is currently the ICT Leading Teacher at Mildura West Primary School.
He is passionate about empowering students using ICT and also a big fan of open source software.

Formerly a regional ICT and eLearning coach for many years and podcast host for the Ed Tech Crew podcast.

Workshop Outline:
Find out how students at Mildura West PS learnt about Scratch coding and made some really awesome games!

In this session we'll share many resources to help get you started in the classroom using Scratch. This will include resources, tutorials, challenges, cheat sheets, skill cards, example projects and much more. We'll also cover using this software on a variety of platforms (Netbooks, the web, iPads, etc.) as well as the outline of our six week gaming unit we taught at Mildura West Primary School.

3. Virtual Learning @ Wooranna Park PS - Minecraft Edu, Virtual Reality & Kerbal Space Program

Presenter:
Kieran Nolan from Wooranna Park Primary School

Presenter Bio:
Kieran's role has evolved from being a Network Administrator in various primary schools to now being an Educational Technologist at one of the most pedagogically innovative schools in Victoria.

He runs a weekly CoderDojo club for students and drives innovative technology use at his school.

Workshop Outline:
Students will run this workshop showing how to setup a server for KSP/Minecraft. They will demonstrate how to use and play KSP/Minecraft and the application they have for STEM.

Areas covered include:

- KSP & student Collaboration
- Minecraft - iED projects and student lead projects
- Google Hangouts
- Oculus Rift
- Leap Motion

4. Unity Game Development Platform – Games Curriculum

Presenter:
Patrick Bell from Unity

Presenter Bio:
Patrick is the Unity Regional Sales Manager for Australia/New Zealand. He has extensive depth of knowledge and experience in 3D visualisation and synthetic environments. He has a background and visual design and has worked in such diverse areas as fast-jet simulator design and development.

Workshop Outline:

Unity is a flexible and powerful game development platform for creating multiplatform 3D and 2D games and interactive experiences. Patrick will explore how Unity offers a complete, competency-based, hands-on curricular framework in conjunction with an industry-validated, Professional Skills Standard to accommodate a wide variety of course objectives and instructional delivery models.

Stream Two: 2.00pm – 3.00pm

5. Gaming in Culture and the Classroom
Presenter:
Jarrod Hogan from Hawkesdale P-12 College

Presenter Bio:
Jarrod Hogan is an alumnus of Deakin University, having graduated with a Bachelor of Arts (Honours) and majoring in Creative Writing and Literary Studies. Jarrod is a published author with several publications in the fields of literary theory, gaming, and education.

Jarrod is currently undertaking a Masters of Teaching with Deakin University and working full-time as a Teach for Australia Associate at Hawkesdale College.

Workshop Outline:

Discussing the role of gaming in society and education, this presentation provides a practical introduction to teaching with and using games to facilitate learning.

Jarrod will also explore game development across the curriculum and across a variety of levels and subjects, providing real examples of how gaming connects with state and national goals for students. These domains include, but are not limited to, teaching: English, Humanities, Geography, History, Business and Economics, and ICT.

This presentation includes practical demonstrations of how games and gaming culture can be easily incorporated into the classroom to promote learning and engagement.

6. Gamification & Creating Games
Presenter:
Ashley Leech from PoE

Presenter Bio:
Ashley is the Managing Director of Points of Engagement, (PoE) a digital engagement agency. PoE is a behaviour change agency that creates perception and behaviour change using interactive engagement platforms via gamification and serious games.

Ashley has an extensive background in developing interactive digital platforms, including mobile and Facebook games for a range of organisations.

Workshop Outline:

Ashley will explore how perceptions and behaviour can be modified or changed by effective use of gamification. He will provide examples of where government and industry are addressing real-world problems through the use of gamification and serious games. This includes challenges related to health, public safety and education.

7. Literacy through Interactive Digital Game Book Adventures
Presenter:
Kamina Vincent from Tin Man Games

Presenter Bio:
Kamina is the Editor/Logic Wrangler at Tin Man Games. Tim Man Games specialise in developing. Tin Man Games is a game developer in Melbourne specializing in digital gamebooks -- interactive fiction/RPG style games where you control the story.

Kamina's duties at Tin Man Games include scripting, editing, proofreading, design, and ensuring products are ready for release. Since completing her studies in Programming and Games Design she has been a passionate member of the game development industry in Melbourne.

Workshop Outline:

Kamina will walk them through what is involved in taking a conventional linear story and turning it into a digital, interactive gamebook where the ready controls the story. She will explore the production process involved, how existing stories are adapted, scripting challenges and the importance of working in creative teams.

8. Game Creation Opportunities with the Australian Curriculum: Digital Technologies
Presenters:
Associate Professor Katrina Falkner & Dr Rebecca Vivian

Presenter Bios:
Associate Professor Katrina Falkner is the Head of School and Leader of the Computer Science Education Research Group (CSER) and Modelling and Analysis Program for the Centre of Distributed Technologies at the University of Adelaide. Katrina has particular research interests in software architecture and active learning pedagogy.

Dr Rebecca Vivian is a Research Associate in the CSER Group. With a background in Education, Rebecca researches learning and teaching in computing and scalable models of learning. Rebecca is passionate about K-12 computing education and teacher professional development.

Both Katrina and Rebecca have led the development of the CSER MOOCs to support

teachers with the implementation of the Australian Digital Technologies Curriculum that have seen over 2,000 teachers across Australia enrol and participate in professional development, and over 3,000 resources shared.

Workshop Outline:

In this session, Katrina and Rebecca will work with you to explore the Australian F-10 Curriculum: Digital Technologies. They will unpack some of the computing concepts and language and identify potential links in the curriculum that are perfect for engaging students in game creation.

Katrina and Rebecca will draw on the CSER Digital Technologies professional development MOOCs and the resources being generated by teachers, to showcase examples and ideas for integrating the Digital Technologies curriculum with other subject areas and through the creation of games.

You will have opportunities to discuss and explore the curriculum and collaborate on ideas that will help you feel more confident and ready to get started in the classroom.

Stream Three: 3.00pm – 4.00pm

9. Are you game? Using Minecraft to support rich learning projects and literacy
Presenter:
Rebecca Martin from Fitzroy North Primary School

Presenter Bio:
Rebecca is an innovative teacher who leads in applying games in education at North Fitzroy Primary School. North Fitzroy PS has a reputation as a leader in ICT education and Rebecca works as part of an enlightened team, integrating digital games into the curriculum to support the development of 21st century skills.

Working in upper primary, a major part of Rebecca's work as ICT Coordinator is in encouraging teachers to make critical judgements on the apps they use in their classrooms and how to best utilise these games to differentiate learning in the early years.

Workshop Outline:

This presentation looks at the different attitudes to gaming in schools and how North Fitzroy Primary integrates game playing and game making from Prep to Grade 6.

The presentation will focus on the use of Minecraft to support Rich Learning Projects and literacy units and how students are using coding and programming in Prep to Grade 3 to make their own games.

10. Classroom + STEAM & RealSense – Potential for Awesomeness with Intel

Presenter:
Joachim Cohen from Intel

Presenter Bio:

Joachim a passionate educator, excited by the potential the 21st century connected landscape presents to grow, harness and develop the skills of learners as creators.

As a state-wide leader in educational technology with the NSW Department of Education and an Educational Technology evangelist with Intel he focusses on STEM. STEAM and educational innovation to ensure the best outcomes for schools, students and teachers.

Workshop Outline:

It's time to leap out of your seat and be inspired to shake up your classroom with technology!

As part of Intel's focus on innovation, inventing and entrepreneurship in the classroom, Intel's Education Outreach Program Manager will showcase an online resource portal, the "Innovation Toolbox", provide a window in to the future of virtual learning environments and gesture based gaming in education with Real Sense Technology and demonstrate the power of the Intel Galileo Development board in developing critical and creative thinkers, as coding leaps out of the computer.

Participants will have the opportunity to get down and dirty with the latest tech and walk away with a resource portal to implement in the classroom. A fun and interactive session sure to provide participants with ideas and resources aplenty!

11. Helping to drive STEM Learning with VicRoads

Presenter:
Roland Gesthuizen from Keysborough Secondary College

Presenter Bio:

Roland has an active interest in the development of online learning communities and STEM education. As a GLOBE trained teacher his work spans a range of issues using blended learning to bridge the teaching of STEAM: Science, Technology, Engineering, Arts and Maths.

Over the past two decades he has presented at many conferences and published his work. He is a recipient of the ACCE Educator of the year and ISTE Making IT Happen Awards.

Workshop Outline:

Melbourne is one of the most liveable cities and aspires to become the 'smartest' with a well educated population, intelligent systems and infrastructure.

Following an invitation to visit to the VicRoads Traffic Operations centre, our year 10 Game Programming class have turned their attention to adapting their game programming environment into a unique coding experience by attempting to simulate vehicle movement and model traffic flow.

This presentation will share some of the student work and their learning journey. We were challenged to try something new and inspired to become part of the future we will all be living in.

12. Creating games with Microsoft TouchDevelop

Presenter:
Dan Bowen from Microsoft

Presenter Bio:

Dan is the Partner Development Manager for Office 365 Education from Microsoft. He has a background in Learning Development and Education technology.

He is focused on transforming teaching pedagogy using technology to maximise learning outcomes. Dan has experience of all areas of technology from blended learning to mobile technology and the use of games in the classroom to the transformation of pedagogy using flipped classrooms.

Workshop Outline:

In this workshop Dan will explore how you can create apps everywhere on all your devices! For Windows Phone and the web.

In the TouchDevelop programming environment you write scripts by tapping on the screen. You do not need a separate PC or keyboard. Scripts can perform various tasks similar to regular apps. Any TouchDevelop user can install, run, edit and publish scripts.

You can share scripts with other people by publishing them to the TouchDevelop script bazaar, or by submitting them as an app to the Windows Store or Windows Phone Store.