**Acknowledgement of country**

Games Summit 2015
Official Launch of Education and Training Branch from the Department of Digital Learning & STEM

**Welcome and Overview**
Digital Learning & STEM Branch from the Department of Education and Training

**Registration**
Open from 8.00-8.40am

**Tea and coffee**

**ROOM 103/106**

**Official Launch of Education in Games Summit 2015**

**Acknowledgement of country**

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**KEYNOTE**

**Dr Steffen Walz**
Founder–Director of RMIT’s Games & Experimental Entertainment Laboratory

Dr Steffen Walz is an Associate Professor at RMIT University and the founder–director of RMIT’s Games & Experimental Entertainment Laboratory, the GEElab. The GEElab is an international team of researchers who scrutinise the potential (and pitfalls) of play, games and game design elements for non-entertainment purposes. Steffen is inspiring and teaching the next generation of game developers and problem solvers.

**Presenter: Dr Steffen Walz – Founder–Director of RMIT’s Games & Experimental Entertainment Laboratory**

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**SETTING THE SCENE**

**Victorian Game Development Industry**

The following presenters will speak about the importance of the game development industry to Victoria, the careers involved and links to education.

**Presenter: Alan Gibb – Head of Games at Creative Victoria (Digital Games & Fashion)**

Alan has led Victorian government investments in the digital games sector for almost a decade.

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**SNAPSHOTS**

**STEM video game challenge**
Presenter: Josh Caratelli/teacher Elwood College

Past Elwood College student and winner of the STEM Video Challenge 2014. Josh will share his experience of the game challenge.

**Presenter: Josh Caratelli/teacher Elwood College**

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**CURRICULUM PANEL DISCUSSION**

**What are the curriculum links to game development, serious games and gamification? What is the impact for STEM and the Digital Technologies Curriculum?**

**Dr Rebecca Vivian – School of Computer Science, University of Adelaide**

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.

**Associate Professor Katrina Falkner - School of Computer Science, University of Adelaide**

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.

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**STREAM ONE WORKSHOPS**

**1. Code Club 1011 – An Introduction to CS First Game Design**
Presenter: Sarah Anderson from St John’s Primary School

Looking to start a ‘code club’ with students? This workshop provides an introduction to the CS First program created by Google.

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**2. Gaming with Scratch**
Presenter: Darrel Branson from Mildura West Primary School

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

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**3. Virtual Learning@ Wooranna Park P5 - Minecraft Edu, Virtual Reality & Kerbal Space Program**
Presenter: Teacher Kieran Nolan and students from Wooranna Park Primary School

Students will demonstrate how to setup a server for KSP/Minecraft. Participants will learn how to use and play KSP/Minecraft and the applications they have for STEM.

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**4. Unity Game Development Platform – Games Curriculum**
Presenter: Patrick Bell from Unity

Patrick will demonstrate how educators will use Unity, a flexible and powerful game development platform for creating a multiplatform 3D and 2D games and interactive experiences.
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<th>Time</th>
<th>Stream Two Workshops</th>
<th>Stream Three Workshops</th>
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<td>2.00-3.00PM</td>
<td><strong>5. Games in Culture and the Classroom</strong>&lt;br&gt;Presenters: Jarrod Hogan from Hawkesdale P-12 College &amp; Vincent Trundle from ACMI&lt;br&gt;Discussing the role of games in society and education, this presentation provides a practical introduction to teaching with and using games to facilitate learning.</td>
<td><strong>9. Are you game? Using Minecraft to support rich learning projects and literacy</strong>&lt;br&gt;Presenter: Rebecca Martin from North Fitzroy Primary School&lt;br&gt;Rebecca 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.</td>
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<td>3.00-4.00PM</td>
<td><strong>6. Gamification &amp; Creating Games</strong>&lt;br&gt;Presenter: Ashley Leach from Points of Engagement&lt;br&gt;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.</td>
<td><strong>10. Classroom + STEAM &amp; RealSense – Potential for Awesomeness with Intel</strong>&lt;br&gt;Presenter: Joachim Cohen from Intel&lt;br&gt;Joachim, 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 games in education with Real Sense Technology.</td>
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<td>4.00-4.30PM</td>
<td><strong>7. Literacy through Game Book Adventures</strong>&lt;br&gt;Presenter: Editor/Logic Wrangler Kamina Vincent from Tin Man Games&lt;br&gt;Kamina will walk participants through what is involved in taking a conventional linear story and turning it into a digital, interactive gamebook where the reader controls the story.</td>
<td><strong>11. Helping to drive STEM Learning with VicRoads</strong>&lt;br&gt;Presenter: Roland Gesthuizen from Keysborough Secondary College&lt;br&gt;Roland will share student work and their learning journey. Following an invitation to visit the VicRoads Traffic Operations centre, the students in the Year 10 Game Programming class turned their attention to adapting their game programming environment into a unique coding experience. They simulated vehicle movement and model traffic flow.</td>
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<td>4.30-7.00PM</td>
<td><strong>8. Game Creation Opportunities with the Australian Curriculum: Digital Technologies</strong>&lt;br&gt;Presenters: Dr Rebecca Vivian &amp; Associate Professor Katrina Falkner&lt;br&gt;Katrina and Rebecca will work with participants 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.</td>
<td><strong>12. Creating Games with Microsoft TouchDevelop</strong>&lt;br&gt;Presenter: Dan Bowen from Microsoft&lt;br&gt;Dan will focus on how partipants can create apps everywhere on all their devices! For Windows Phone and the Web. In the TouchDevelop programming environment partipants will write scripts by tapping on the screen. Partipants 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.</td>
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