MELBOURNE INTERNATIONAL GAMES WEEK
23 Oct – 1 Nov 2015

A GAMEFUL WORLD
EDUCATION IN GAMES SUMMIT 2015
PROGRAM

#EdGameVic

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 lead Victorian government investments in the digital games sector for almost a decade.

Presenter: Antony Reed – CEO Game Developers Association of Australia

Antony is the CEO of the Game Developers Association of Australia, the peak body representing game developers across the country. He has a strong interest in developing the next generation of game developers and is passionate about STEM.

Presenter: Laura Crawford – Lecturer in Games and Interactivity at Swinburne University

Laura teaches game design at an undergraduate level and critical media theory at a postgraduate level.

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.

Screen It
Presenter: Vincent Trundle from ACMI

Vincent will explain why every year, hundreds of students across the nation enter Screen It – ACMI's epic moving image & game development competition for Primary and Secondary school students.

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.

Antony Reed – CEO Game Developers Association of Australia

Antony is the CEO of the Game Developers Association of Australia, the peak body representing game developers across the country. He has a strong interest in developing the next generation of game developers and is passionate about STEM.

Paula Christophersen - Curriculum Manager, Digital Technologies, Victorian Curriculum and Assessment Authority

Paula is responsible for managing the digital technologies curriculum in Victoria from Foundation (Prep) to Year 12. In recent times Paula has been very involved in the development of the Australian Curriculum, for both ICT as a general capability and Digital Technologies.

STREAM ONE WORKSHOPS

1_Code Club 101! – 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.

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!

3_Virtual Learning@ Wooranna Park PS - 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.

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 multiplatform 3D and 2D games and interactive experiences.

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.

Registration
Open from 8.00-8.40am

Tea and coffee

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

Official Launch of Education in Games Summit 2015

Acknowledgement of country

10.30-10.50AM - MORNING TEA

ROOM 105/106

ROOM 105/106

ROOM 103

ROOM 104

ROOM 102/101

| 8.00 - 8.45AM | 8.45 - 9.45AM | 9.45-10.30AM | 10.50-11.20AM | 11.20-12.10PM | 12.15-1.15PM |

	STREAM TWO WORKSHOPS	STREAM THREE WORKSHOPS	PRESENTED BY
ROOM 105/106	**5_Games in Culture and the Classroom** *Presenters: Jarrod Hogan from Hawkesdale P-12 College & Vincent Trundle from ACMI* Discussing the role of games in society and education, this presentation provides a practical introduction to teaching with and using games to facilitate learning.	**9_Are you game? Using Minecraft to support rich learning projects and literacy** *Presenter: Rebecca Martin from North Fitzroy Primary School* 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.	CREATIVE VICTORIA / VICTORIA State Government Education and Training / acmi AUSTRALIAN CENTRE FOR THE MOVING IMAGE
ROOM 103	**6_Gamification & Creating Games** *Presenter: Ashley Leach from Points of Engagement* 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.	**10_Classroom + STEAM & RealSense – Potential for Awesomeness with Intel** *Presenter: Joachim Cohen from Intel* 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.	**SUPPORTED BY** Google / unity / Microsoft GDAA GAME DEVELOPERS' ASSOCIATION OF AUSTRALIA / VICTORIAN CURRICULUM AND ASSESSMENT AUTHORITY / intel

	STREAM TWO WORKSHOPS	STREAM THREE WORKSHOPS	FINNISHING KEYNOTE	NETWORKING EVENT
ROOM 104	**7_Literacy through Game Book Adventures** *Presenter: Editor/Logic Wrangler Kamina Vincent from Tin Man Games* 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.	**11_Helping to drive STEM Learning with VicRoads** *Presenter: Roland Gesthuizen from Keysborough Secondary College* 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.	**ROOM 105/106** **Vincent Trundle** *Digital Education Producer at ACMI* Vincent is the designer of and lead for ACMI Games Net - a major Department of Education funded program bringing gifted students from across Victoria together to develop videogames. Collaborating online, the students receive support from industry and academic mentors and utilise ACMI's game development resources to create games as a group.	**THE BOAT BUILDERS YARD - SOUTH WHARF** Join game developers, presenters and other educators to continue the conversation and build your professional learning network after the Summit. **Sponsored by Intel, Unity and Microsoft**
ROOM 101/102	**8_Game Creation Opportunities with the Australian Curriculum: Digital Technologies** *Presenters: Dr Rebecca Vivian & Associate Professor Katrina Falkner* 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.	**12_Creating Games with Microsoft TouchDevelop** *Presenter: Dan Bowen from Microsoft* 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.		

2.00-3.00PM	3.00-4.00PM	4.00 - 4.30PM	4.30 - 7.00PM