

A GAMEFUL WORLD

EDUCATION IN GAMES SUMMIT 2015



#EdGameVic



THURSDAY, OCTOBER 29 2015

MELBOURNE CONVENTION & EXHIBITION CENTRE

For Primary & Secondary Teachers

Cost \$90 (ex-GST) (Includes access to Day One of PAX Australia)

REGISTER @ <http://bit.ly/1K0bFCt>

The Summit will provide:

- A snapshot of the game development industry and a strong focus on the broad range of creative careers open to Victorian students.
- Stories behind successful game developers and their impact here in Victoria and internationally.
- Clear links to the Digital Technologies curriculum and STEM in Primary & Secondary schools, including an overview of the resources and support available to teachers.
- Workshops presented by classroom teachers, game developers and academics. Examples of game development, game playing, serious games and gamification being used in the classroom.



Summit Keynote Speaker – Dr Steffen Walz

Dr Steffen Walz is an Associate Professor at RMIT University and the founder-director of RMIT's Games & Experimental Entertainment Laboratory, the GEELab. At the GEELab, an international team of researchers scrutinizes 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.

Workshops

Workshops will be run by classroom teachers, academics and games industry experts, including from Google, Microsoft, Intel, Unity and the Game Developers Association of Australia.

Areas covered will include: Minecraft, Virtual Reality & Kerbal Space Program Coding with Scratch, Unity Games Curriculum, Literacy through Game Book Adventures,, Gamification & Creating Games, Microsoft TouchDevelop, Intel Galileo, Games as Text, Curriculum Links and Engaging Students through Games.

Registration includes access to Day One of PAX Australia – October 30

As part of their Summit ticket participants will also be eligible to attend the first day (Oct 30) of PAX Australia held at the Melbourne Convention & Exhibition Centre.

PAX is a festival celebrating games culture and it connects the world's leading game publishers with their most avid fans. The first day of PAX will involve a number of education related panels & speakers from around the world.



Networking Event (including refreshments)

Join game developers and presenters to build your professional learning network after the Summit.



Summit Supported By

