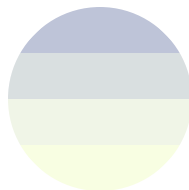


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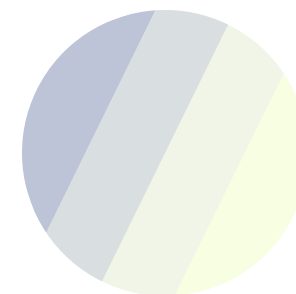
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UNIVERSITY OF
CENTRAL FLORIDA

**GAMES FOR EDUCATION
& GAME DESIGN**



25-28 SETTEMBRE 2017

UNIVERSITÀ DI FOGGIA
DIPARTIMENTO DI STUDI UMANISTICI
LABORATORIO DI INFORMATICA - VIA ARPI, 176



Monday, 25 September

Morning - 10:00 - 13:00

- Game design fundamentals and terminology
- Storytelling, emergence, Flow, Economies, Balance, Achievements, Mechanics, Genres.

Iteration Iteration exercise

Afternoon - 14:00 - 17:00

- Tools and technologies
- Team structure and roles
- Iteration example (Last of Us AI)

Game design exercise

Tuesday, 26 September

Morning - 10:00 - 13:00

- Games for Change concept and categories
- Games and Learning theory
- Learning Theorists: Lev Vygotsky, Jean Piaget, James Paul Gee 36 principles

Afternoon - 14:00 - 17:00

Exercise: Identifying learning principles in today's games, present findings

Wednesday, 27 September

Morning - 10:00 - 13:00

- Games in the classroom theory
- Squire Off-the-shelf
- Games in the classroom examples
- Minecraft, Civilization, Age of Empires
- Games for teaching subject areas

- Early childhood: ABCMouse
- Biology, Chemistry, Physics - Kerbel space program, roller coaster designer, Happy Atoms (Schell)
- Mathematics Algebra - Dragonbox, Calc-Variant
- Social studies - Carmen San Diego, Oregon Trail
- Early Coding/Problem Solving – Code Combat, Water Bears
- FIEA GameLab games

Morning Exercise: Play select games

Afternoon - 14:00 - 17:00

- Process of creating games to be used in classroom (Standards, Purchasing processes)
- Books -> e-books -> richer e-books -> games

Exercise

(subject matter expert supplies content, participants designs game to teach, present)

Thursday, 28 September

Morning - 10:00 - 13:00

Games for training examples - medical, janitorial, mechanics Games in the workplace examples Interactive installations for educating public - museums, theme parks AR/VR - the future, escape rooms, etc McGonigal reality is broken

Afternoon - 14:00 - 17:00

Exercise

(subject matter expert from local museum, design interactive piece for existing non-interactive exhibit, present)