



ALL ATTENDEES
WILL BE ENTERED
IN A RAFFLE TO
WIN A TABLET!

IRISH SYMPOSIUM ON GAME-BASED LEARNING 2014

CORK INSTITUTE OF TECHNOLOGY ///
BISHOPSTOWN CAMPUS, CORK //
06 JUNE 2014 /

Cork Institute of Technology is pleased to announce its hosting of the 2014 Irish Symposium on Game-Based Learning (iGBL), a one-day event hosted in our Bishopstown Campus on the Friday 6th of June 2014.

iGBL 2014 is an international conference that brings together teachers, students, industry and researchers who share a common interest in using or learning about games for learning. It is an event that offers attendees opportunities to present, discuss and network with other like-minded practitioners, as well as providing an opportunity for the uninitiated to learn about an exciting new educational technology.

REGISTER @

[HTTP://EVENTS.CIT.IE](http://events.cit.ie)

FOR MORE INFORMATION:



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THE IGBL 2014 CONFERENCE IS
SPONSORED BY THE SEGAN PROJECT
<http://seriousgamesnet.eu>



KEYNOTE SPEAKERS ///



Maja Pivec is professor of Game-Based Learning (GBL) at the University of Applied Sciences FH JOANNEUM in Graz, Austria. She is editor and co-editor of several book publications in the area of GBL and is highly regarded for her research in Educational Technology, work for which she has received numerous awards from both academia and industry.



After a highly successful career in computer technology, spanning some three decades, Paul Pivec left industry to complete a masters and, thence, a scholarship for a PhD in Designing Games to Teach. Now based in Europe, Paul has returned to industry where he designs and develops Web and Mobile applications for the Music industry, the Business sector, and, of course, Games for Entertainment and Education.



Prof Carlos Vaz de Carvalho is currently the Director of the R&D Group GILT in the Computer Engineering Department in Porto Polytechnic, Portugal. Carlos has authored over 140 publications and communications, including 9 books & participated in more than 20 national and EU projects. He is currently coordinator of 3 major EU-funded initiatives in the game-based learning area. He was conference chair of the European Conference on Game-Based Learning 2013 & is the Editor in Chief of the EAI Transaction on Serious Games.

COMMITTEE //

// CORK INSTITUTE OF TECHNOLOGY

Dr Gearóid Ó Súilleabháin (Dept. of Media Communications), Conference Chair
Roisin Garvey (Dept. of Online Delivery)
Darragh Coakley (Dept. of Online Delivery)
Shane Cronin (Dept. of Online Delivery)
Dr Tracey Mehigan (Dept. of Media Communications)
Alex Joyce (NIMBUS)
Kevin O'Mahony (NIMBUS)
Trevor Hogan (Dept. of Media Communications)
Joey Campbell (Dept. of Media Communications)
Paul Green (Dept. of Media Communications)
Deirdre Creedon (Access Office)

// NATIONAL UNIVERSITY OF IRELAND, GALWAY

Ms Alison Mc Namara

// DUNDALK INSTITUTE OF TECHNOLOGY

Mr Ronan Lynch
Dr Bride Mallon
Mr Fiachra O'Cuinneagain
Mr Kieran Nolan

// NATIONAL UNIVERSITY OF IRELAND, MAYNOOTH

Dr Jeneen Naji
University of Worcester
Ms Sherry O'Sullivan
University of Westminster
Ms Magdalena Slowinska

// MANCHESTER METROPOLITAN UNIVERSITY

Ms Nicola Whitton

// NATIONAL AND KAPODISTRIAN UNIVERSITY OF ATHENS

Ms Maria Saridaki

// UNIVERSITY OF GREENWICH

Mr Ryan Flynn

// INSTITUTE OF TECHNOLOGY CARLOW

Dr Daire Ó Broin

VENUE /

Berkeley Centre
Bishopstown Campus
Cork Institute of Technology
Bishopstown
Cork

ATTENDANCE FEE: €50

FOR STUDENTS: €25

<http://igblconference.wordpress.com>

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IRISH SYMPOSIUM ON GAME-BASED LEARNING 2014 /// PROGRAMME


FOYER


IT3


IT1


IT2


IT1.3

09:30  REGISTRATION WITH REFRESHMENTS

10:00		Welcome & Opening Address <i>(Orla Flynn, Vice President for External Affairs, CIT)</i>			
10:30		Keynote - Games: Are they serious? <i>(Prof. C.Vaz de Carvalho)</i>			

11:20  REFRESHMENTS

11:50		Keynote – Using Game Design to Teach almost anything: Tales from the Serious Game Design Summer School <i>(Prof. DI Dr. M. Pivec)</i>			
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PARALLEL SESSION I

12:40		Brain Training and Gamification - Effect Size Matters! An analysis of brain training efficacy in healthy and clinical populations. <i>(Dr. L. Boran, A. Egan)</i>	SADDIE – Design approach for developing educational adventure games <i>(J. Rugelj, M. Zapušek)</i>	Classic Theatre is Child's Play <i>(Dr. B. Fernández-Manjón)</i>	Workshop: Virtual Reality for Immersive Learning Experiences <i>(J. Corbett)</i>
13:10		A pupil pilot survey to identify how games may be facilitated in the classroom <i>(A. Iliya Abdul Jabbar, Dr P Felicia)</i>	Fading in Serious Games: The Approaches, Effectiveness and Challenges <i>(J. Read, C. Obikwelu, Dr. G. Sim)</i>	Can You Create a Game: Connecting Curriculum to Student Authored Games <i>(L. Prater, Dr. J. M.Mazur)</i>	

13:40  LUNCH/ POSTERS



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FOYER


IT3


IT1


IT2


IT1.3

14:20

	Keynote – The Digital Me Project: A Revolutionary Game-Based Method to Offset Learning Disabilities. <i>(Dr. P Pivec)</i>			
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PARALLEL SESSION 2

15:10

	The road less travelled: a journey from the Sony PlayStation 3 Move to the Nintendo WiiMote. <i>(A. McNamara)</i>	SEGAN Summer School (Students of the SEGAN sponsored GBL Summer School present their game	Player-centred design of serious games for children <i>(J. Read)</i>	Workshop: Pimp my Blackboard <i>(P. Weadack)</i>
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15:40

	Neuronotes: Cognitive enrichment through music-based brain-training games <i>(J.A.O'Connell-Kent, Dr. L Boran, Dr. R. Stanley)</i>	A corporate training perspective on game-based learning <i>(B. Barber)</i>	Role of Affective Computing in Game Based Learning <i>(A. Keary, Dr. P. Walsh)</i>	
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16:10

	Children designing Serious Game, ChiCI in Africa Project <i>(D. Yifan Xu, J. Read)</i>	Gamifying Education <i>(Dr. D O'Broin)</i>	The role of place and knowledge re-use in practice-based and situated learning <i>(V. Butler)</i>	
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16:40



CLOSE

17:00



REFRESHMENTS