



# IRISH SYMPOSIUM ON GAME-BASED LEARNING 2014

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

The 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 Friday 6th June 2014.

iGBL 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 a great opportunity for the uninitiated to learn about a range of exciting new field.

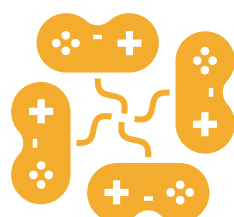
## PROPOSALS ACCEPTED FOR:



**PRESENTATIONS**



**PECHA KUCHAS**



**WORKSHOPS**

## FOR MORE INFORMATION:



CIT, Bishopstown



[igblconference.wordpress.com](http://igblconference.wordpress.com)



[igblconference@gmail.com](mailto:igblconference@gmail.com)



+353 21 4335936



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 //

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## VENUE /

Berkeley Centre  
Bishopstown Campus  
Cork Institute of Technology  
Bishopstown  
Cork

**ATTENDANCE FEE: €50  
FOR STUDENTS: €25**

<http://igblconference.wordpress.com>

