

Expert seminar

Evidence-based development of serious games for the educational sector: challenges and perspectives

9:00 – 15:30, 12 September 2018

Future Classroom Lab, Rue de Trèves 61, Brussels - Belgium

Seminar objective

The seminar aims to create an open space of exchange, bringing together representatives of the relevant stakeholders in the field of games and serious games for educational purposes.

During the event, European Schoolnet, eConfidence partners and Scientix experts will engage with the participants around the lessons learnt from their activities concerning games at school.

Participants will have the opportunity to contribute actively presenting their experience, projects and initiatives related to key topics and questions during the group discussions.

Target audience

- Representatives of Ministries of Education
- National/regional authorities responsible for education policy
- Games developers
- Researchers in the field of social sciences and games for learning
- Educational professionals (teachers, school heads, pedagogical coordinators, school counsellors)

Seminar topic

Serious games – that is, games with an educational purpose – have become popular in schools and have been shown to support knowledge acquisition as well as bring about behavioural, perceptual and cognitive change. They can be an important learning method provided they have a sound underlying pedagogical design.

In this workshop, we will look beyond what we already know about their use in education to what kind of impact we expect them to have and how to move from vision to evidence.

We will identify some of the current challenges for initiatives aiming to develop games for the schools context and to involve social science researchers, game developers and schools in this process.

We will look together at how serious games have a positive impact in behavioural changes, how they can be used in learning and teaching environments as a positive resource for young people, teachers, parents and carers, what innovative methodologies can be applied to develop games and serious games for the educational context. We will also look into opportunities, sustainability actions and recommendation for future activities.

Agenda

8:45-9:15	Registration and coffee		
9:15-9:30	Welcome and opening of the workshop <i>Marteyn van Gasteren, ITCL– eConfidence</i> <i>Agueda Gras-Velazquez, European Schoolnet – Scientix</i>		
9:30-9.45	Setting the scene - The use of games in education Games in Schools <i>Jürgen Bänisch, Interactive Software Federation of Europe</i> <i>Benjamin Hertz, European Schoolnet</i> What is PEGI and how the age rating system is communicated to schools <i>Jennifer Wacrenier, PEGI</i>		
9:45-10.20	What research tells us Educational benefits of games and serious games <i>Svjetlana Kolic-Vehovec, FHSS - University of Rijeka</i> <i>Ana García-Valcárcel Muñoz-Repiso, University of Salamanca</i> Games development methodologies: current models and innovation <i>Carlos Alberto Catalina, ITCL - Institute of Technology</i>		
10.20-11.00	Applying serious games in educational contexts Introduction – <i>Adina Nistor, European Schoolnet</i> Applications of Serious Games in Educational Contexts <i>Amber T Muenzenberger, Triseum</i> Teaching with games – The experience of Scientix Ambassadors <i>Annamaria Lisotti, Anna Sulek and Panagiota Argiri, Scientix Ambassadors</i>		
11.00-11.15	The state of the European educational games sector <i>Jari-Pekka Kaleva, European Games Developer Federation (EGDF)</i>		
11.15-11.30	Coffee and networking break		
11.30-13.00	Challenges and perspectives: group discussions – parallel sessions		
	Serious games in the school context Beacons, Learning and Playing, <i>Anne-Elisabeth Lenel, Ort Innovation</i>	Innovating game development methodologies eNotice project, <i>Elif Surer, Middle East Technical University</i>	Social science research results and informed game design Understanding the relationship between games and learning: insights from the Gaming Horizons project, <i>Donatella Persico</i>

	<p>The experience of the eConfidence pilots, <i>Pauline Stirling, Christ the King College, and Panagiotis Rigas, IES Fernando de Rojas</i></p>	<p>Comparing AAA development to Research games, <i>Thomas Buijtenweg, Breda University of Applied Sciences</i></p> <p>JamToday network, <i>[speaker to be confirmed]</i></p>	<p>– <i>National Research Council of Italy - Institute for Educational Technology</i></p> <p>Mobile, Playful and Collaborative Learning with TellYourTown: Empirical Results from Field Studies in Trier and Esch, <i>Robert Reuter, Université du Luxembourg</i></p> <p>Creative sector games with under-explored applied/serious outcomes, <i>Mata Haggis-Burridge, Breda University of Applied Sciences</i></p>
13.00-13.45	Networking lunch		
13.45-14.15	Plenary: sharing the group discussion results		
14.15-15.00	Discussion with the audience: Lessons learnt and recommendations for future projects		
15.00-15.30	Conclusions		

Further information

The workshop is free-of-charge. Coffee & refreshment as well as lunch will be provided.

Programme updates are available here: www.econfidence.eu/final-seminar

If you have any questions, please contact us at

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Organisers

About European Schoolnet

www.europeanschoolnet.org

European Schoolnet - EUN is a network of 34 Ministries of Education from across Europe, leading educational innovation at European level. As a major international think tank, European Schoolnet operates key European services in education on behalf of member Ministries of Education, the European Commission, and industry partners.

About the eConfidence project

www.econfidence.eu

eConfidence - Confidence in behaviour changes through serious games is a 24 months project funded by the European Union's Horizon 2020 research and innovation programme. eConfidence focuses on the use of serious games in education and their potential benefits in supporting behavioural changes for young people. The project aims at developing a methodology and testing it with two serious games considering behavioural aspects related to safe use of internet and bullying.



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About Scientix

<http://www.scientix.eu>

Scientix – The community for science education in Europe, funded under the European Union H2020 programme for Research and Development, Grant agreement number 730009, promotes and supports a Europe-wide collaboration among STEM (science, technology, engineering and maths) teachers, education researchers, policymakers and other STEM education professionals.



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